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THE ONLY HANDHELD MAGAZINE YOU NEED!

# POCKET games

HANDHELD GAMING MAGAZINE

NOKIA'S N-GAGE QD REVEALED
SEE PAGE 18







## SONY PSP vs NINTENDO DS

INSIDE: THE SPECS! THE PICS! THE GAMES! WHICH ONE IS FOR YOU?




## FINAL FANTASY CRYSTAL CHRONICLES

MULTIPLAYER STRATEGY GUIDE

## METROID ZERO MISSION

EXTENSIVE 20-PAGE WALKTHROUGH
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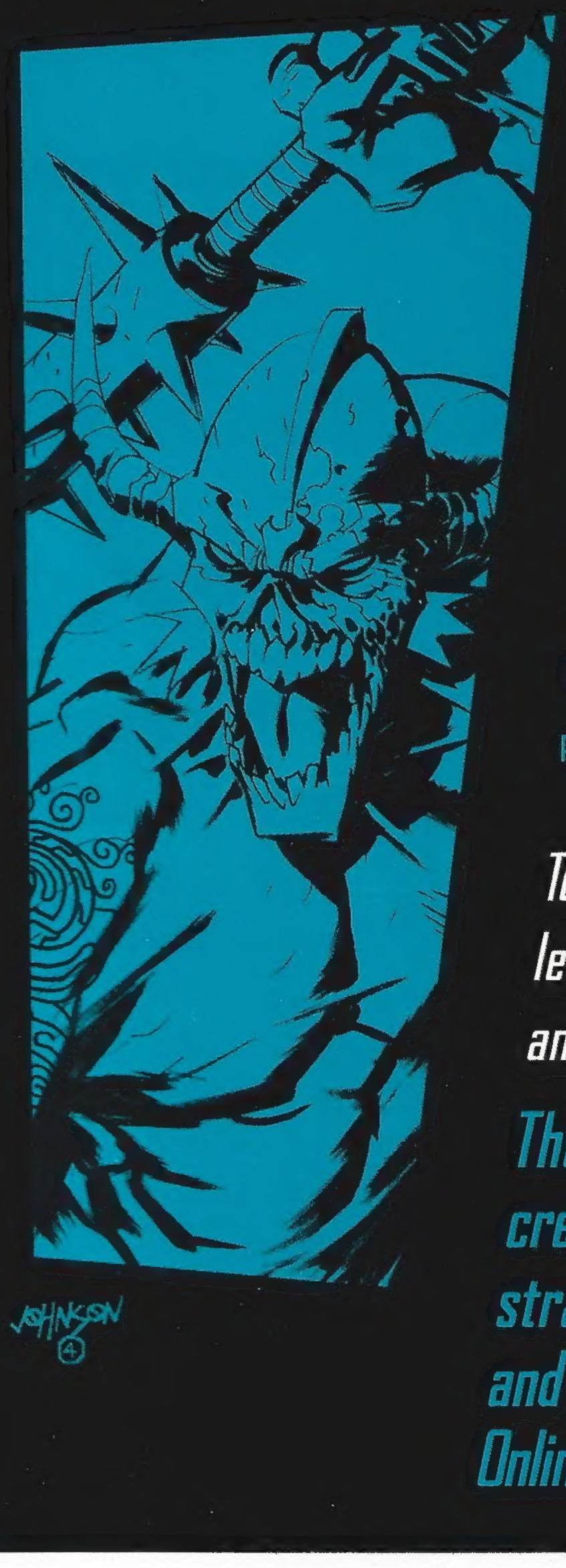
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Reports of the N-Gage's death have been greatly exaggerated. The new N-Gage QD sports a briter screen, longer battery life and a phone that can held like a phone, not a taco.

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## WELCOME

The Electronic Entertainment Expo (E3 for short) is the year's main event for videogames. Here, companies gather to give journalists a sneak peak at games still in development—all of the games that you'll find on store shelves within the next six months or so.

At this year's event, not only were a whole heap of A+ games on display, but two new handheld systems were unveiled. Two unique and amazing systems: the Sony PSP and the Nintendo DS.

For those with limited finances, it's going to be a tough time budgeting money for both. Honestly, right now if I had to make a choice between the two, I couldn't. It's not just a matter of one having better graphics or more games than the other, it's that they each play and approach games in completely different ways. Also, each offers exclusive features that the other doesn't.

My impression is that Sony's machine is attempting to be a multimedia hub for all your music, video and wireless needs, and Nintendo is focused (unsurprisingly) on games and gameplay. Estimates are being tossed around that the DS will go for around $149 and the PSP at $200 to $300, so neither are a drop in the bucket.

To your wallet's relief, these systems won't be released right at the same time. The Nintendo DS is scheduled to be out by year's end and the Sony PSP in 2005.

In the meantime, be sure to check out the newly re-launched www.1UP.com and head to the Pocket section to follow developments as we get closer and closer to the biggest boom the handheld universe has ever experienced.

—Dan Peluso

## POCKET STRATEGY


### 46 Metroid: Zero Mission

The latest and greatest *Metroid* game is no walk in the park. That's why we put together this comprehensive guide to the best-selling game just for you.

### 68 Duel Masters: Sempai Legends

You'll destroy your opponents with our comprehensive strategy guide and full card dex. All cards including the expansion packs are revealed.

### 88 Splinter Cell: Pandora Tomorrow

There's more to this game than just sneaking around corners and shooting things. Hook your GBA up to your GameCube and you control in-game devices like keypad locks, automated turrets, and computers and get a visual layout of your surroundings, including enemy positions and objectives as well as unlock eight GBA missions by completing Pandora Tomorrow GameCube missions.


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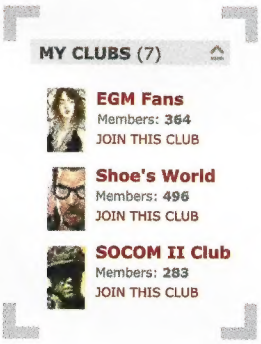

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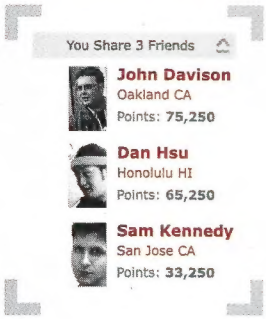
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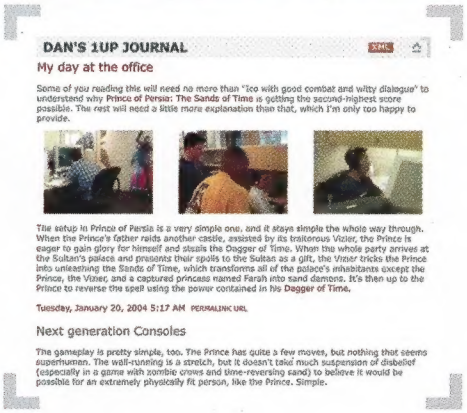



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TEEN T CONTENT RATED BY ESRB — Cartoon Violence

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DRAGON BALL Z SUPERSONIC Warriors

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## DS SYSTEM

**PROCESSOR**
ARM946E-S (67MHz)
Cache: 8KB data 4KB
TCM : 32KB data 16KB

**MEMORY**
4MB
ARM9/ARM7
32KB (2 times 16KB)
ARM7
Work RAM
64KB

**VRAM**
656KB

**LCD DISPLAY**
Two screens of 256x192 pixels (RGB)

**COLORS**
Maximum of 262,144 colors

**3D GRAPHICS ENGINE**
Coordinate conversion
maximum of 4M/second

**SOUND**
16 channels (ADPCM/PCM)
Microphone input

Wireless communication
IEEE802.11 protocol

**INPUT DEVICE**
Touch screen / panel
"cross," A, B, R, L, Start, Select (X and Y are under examination) .

# NINTENDO DS BLOWOUT

## All the info and hands-on impressions of Nintendo's Next-Generation Handheld!

**If the N-Gage used video game technology to create a phone, then the Nintendo DS uses cell phone/PDA technology to create a game system. Nintendo revealed its latest hardware to the world at the Electronic Entertainment Exposition in May—the Nintendo DS is a two-screen portable system with a stylus writing stick that players can use as a controller for the lower screen.**

The system has a standard button layout as well, with a d-pad, four face buttons laid out in a plus formation like the Super Nintendo controller, and two shoulder buttons. All the buttons on the system are very small, especially the shoulder buttons that are less lengthy than those on previous portable Nintendo systems.

**The Nintendo DS uses cell phone/PDA technology to create a game system.**

The DS also features backwards compatibility with Game Boy Advance games, and even has two separate cartridge slots so it is possible for both a DS and a GBA game to be in the system at the same time—and possibly work in conjunction with each other according to a Nintendo employee we spoke to. One media bay handles new DS game cartridges that hold one gigabit of information and more. The second media port allows for compatibility with Game Boy Advance games, as well as a host of possible future accessories.

Nintendo DS is not backwards compatible with older Game Boy systems like the Game Boy Color.

Other features for the system include Wi-Fi wireless support for up to 16 players, built in voice recognition, a headphone jack, two processors, 3-D capabilities on both screens, 16-channel sound and a rechargeable battery that features a low-energy-consumption design (for battery life around the same length as the Game Boy Advance SP).

# THE GAMES
## Hands on impressions



### WARIO WARE, INC. DS:

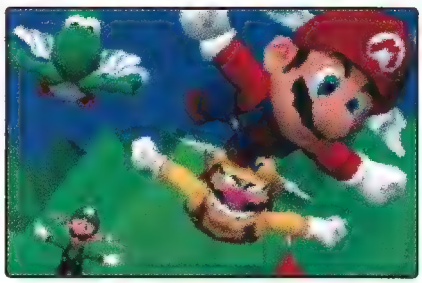
Think the *Wario Ware* you know and love, and change your input device from a d-pad and buttons to a stylus and that's what this game is. You still have tons of quick microgames and Wario taunting you along the way, but the games are very appropriate for the controls: scratch the stylus back and forth quickly to reveal Wario's head on a penny, chop objects flying at you, draw a kanji—it all works superbly since this is the type of game that just makes sense to use with the stylus.

### YU-GI-OH!: NIGHTMARE TROUBADOUR:

We didn't spend a mountain of time with this one, but it seems to be rather similar to the other *Yu-Gi-Oh!* games, except you can use the stylus to select cards and things of that nature in a 2D setup on the lower screen, and then everything shows up in 3D on the upper screen. It shows that the system works well to manage card games and things like that.

### PAC-PIX:

One of the crazier applications of the hardware, this lets players draw Pac-Man, and as soon as they make the Pac-Man shape, he starts moving. Then they can draw straight lines, and when the moving Pac hits these walls, he turns to follow the walls. You then have to eat as many ghosts as you can. If you don't continually create new walls, your Pac will go off the screen. It's a very simple program, but seeing the drawn Pac automatically start moving after you finish drawing is quite impressive.



### SUPER MARIO 64x4:

Despite the name, it's not about monster trucks—it's a four-player battle game starring Mario, Luigi, Wario, and Yoshi that takes place in the *Super Mario 64* world. Or at least one area of that world, as you play in the area in front of the main castle, racing the other characters to gather stars placed around the map. If one of your opponents gets a star, you can punch him to make him drop it, so it becomes like a battle mode of sorts. Because of the placement of the buttons, it's a bit difficult to push the punch button while running (which you'll want to do often), but otherwise the controls will feel mostly familiar to *Mario 64* veterans, though Yoshi's double jump in 3D does feel a bit odd if you're used to it in 2D.

Graphically, the game doesn't look quite as nice as the N64 version of the game, but it has the same general feel may even look better in the DS version upon close inspection, so we're impressed with the 3D technology on display.

Apparently there is also a single-player version of this game. We haven't seen it yet, but it is supposed to feature the same four characters and let you switch between them at will. We'll be back on that one once we hear more, since it seems like a more traditional *Mario 64* port.

### DS PICTOCHAT:

It's less of a game and more of a writing program where you can write messages and send them to friends, and it works okay in its current form, but we don't see a ton of practical use quite yet. If this technology was applied to a game like Pictionary, it could be neat, but thus far, it's just a writing application.



### METROID PRIME HUNTERS:

There's a reason this is called *Metroid Prime Hunters* and not *Metroid Hunters*—it's a first-person shooter along the lines of its GameCube brother, which is an impressive feat graphically, but even more unique in the way the controls work since the game takes full advantage of the stylus control stick. In fact, you don't even use the face buttons at all. To move, you can move forward and strafe with the d-pad, while to turn you push the stylus onto the screen and move it left and right. If you hold the stylus on the screen the entire time, it gets easier to get used to, but we wonder just how accurate players will be with this setup when the game comes out. Since you have no buttons to shoot an enemy you tap the stylus on the screen, which seems to work pretty well. The L button lets you lock on to enemies when you get close to them.

We tested out a multiplayer mode, though there may be a single-player quest in the game as well. The multiplayer allows four-player battles, where you move around on the bottom screen and can see a map on the top screen. You can turn into the morph ball by tapping an icon with the stylus; hit the icon again and you go back to walking. The game also features a startlingly nice introductory CG sequence of Samus that is very short, but shows the DS can do extremely high-quality video.



MARIO KART



SUPER MARIO 64X4



ANIMAL CROSSING

# SPEC-TACULAR

## SONY SHOWS THAT YOU CAN TAKE IT WITH YOU

After months of speculation as to whether the PSP really would look like the prototype shown last year, Sony finally unveiled the final design of the PSP at E3 on May 11. As you can see from the photos we have here, not a great deal has changed. The unit measures just under seven inches across, and weighs about nine ounces, which when you think about it, is no more strenuous on the wrists than eating a double cheeseburger from In-N-Out. Battery life is said to be competitive with devices providing similar functionality, with SCEA president and CEO Kaz Hirai quoting 10, eight, and two hours. Upon further investigation this would appear to refer to times for games, music, and movie play respectively.

As previously reported, the PSP is Wi-Fi'd out the wazoo, and also sports IR ports, USB 2.0, and a Memory Stick Pro Duo slot. Sony is keen to emphasize the connectivity of the device, citing PSP to PSP to PS2 to PC connections and numerous variations thereof. Although not confirmed as we go to press, there's also talk of the PSP being able to access Sony's recently launched Sony Connect service for music content and possibly even downloadable games—once they've figured out how to let it do that.

The D-pad is nothing fancy. Originally thought to be some wacky hybrid analog-thing, it turns out it's just a plain old vanilla pad.

The screen is a 4.3" TFT widescreen that boasts a full on 16:9 aspect ratio and displays 16.7 million colors.

There are only two shoulder buttons, and on the early demo version we saw, they appear to be made of a funky transparent plastic. On the front of the unit are the familiar "sacred symbols" buttons, which are no longer flush with the face as they were on the prototype.

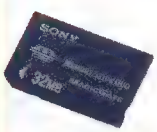
ACTUAL SIZE




2.9 INCHES TALL

6.7 INCHES WIDE

The Memory Stick Pro Duo is inserted here. You'll be able to store game saves as well as video and music content on these little slivers of fun.

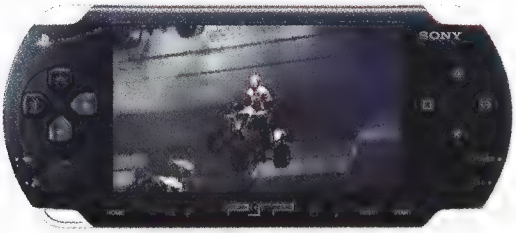


There are no analog sticks on the PSP, but this textured nub would appear to be an analog input device not unlike the "nipple" controller on some laptops.

The headphone jack is here, in this little divot. Headphones will be available with "remote commanders" that come either with or without microphones.

# AS SEEN ON PSP

## BIG FRANCHISES GO MOBILE




ATV OFFROAD FURY




METAL GEAR ACID

**PSP FACT**

Portable gamers in the United States will grow from 23 million today, to 43 million in 2009.

Source: JupiterResearch "Portable Games: Forecasting Growth in Anticipation of Intensifying Competition




DYNASTY WARRIORS




NHL FACEOFF

**PSP FACT**

45,000: The number of public Wi-Fi hotspots to be installed worldwide by the end of 2004. About half of these are in Asia, the other half split between Europe and the United States.

Source: Pyramid Research




MEDIEVIL




SPIDER-MAN

**PSP FACT**

707 million: The number of people predicted to be using Wi-Fi by 2008, up from 12 million in 2003.

Source: Pyramid Research




TWISTED METAL

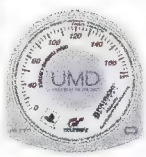


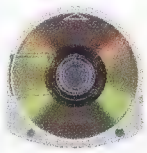

TONY HAWK'S PRO SKATER









### ACCESSORIZE!

Also available for PSP will be a USB digital camera, a GPS card for location-based tools and navigation, and a USB keypad. Sony also announced the predictable neck strap, stand, and carrying case, along with headphones sporting a remote, and even a microphone.

# RETRO NES GBA




**For those old enough to remember the 8-bit powerhouse that brought gaming back from the dead, this is for you.**

Earlier in 2004, Nintendo of Japan released a special Game Boy Advance SP designed to look like the original Nintendo Famicom game system, the Japanese version of the NES, and a series of classic games as the Famicom-mini series. The combination of excellent sales in Japan and fan demand in the U.S. has convinced Nintendo to follow up with a stateside release.

The Classic NES Series GBA SP and games will be released early June. The limited-edition system will retail for $99.99, the same as a standard GBA SP. The Classic NES series games will run $19.99 each.

Eight of the 10 classic games released in the Famicom series will be released here, in the first batch of games. *Super Mario Bros, The Legend of Zelda, Donkey Kong, Ice Climber, Excitebike, Ice Climber, Bomberman, Pac Man* and *Xevious*. Only missing are *Mappy* and *Star Soldier*, neither of which really found popularity in the U.S.

Everything from the packaging to the look of the hardware and cartridges themselves looks fantastic, meant to rekindle fond memories of the days when gaming was simple and tons of fun.

However, one might question Nintendo's choice of games. Many of them have already seen multiple re-releases. *Donkey Kong, Ice Climber* and *Excitebike* are all available as eReader cards, and along with *Super Mario Brothers* and *Zelda* can be unlocked in *Animal Crossing*. Additionally, *Pac-Man* can be found in a multitude of compilations for just about every system known to man.

Will people be willing to spend $19.99 for a game that can be purchased for $4.99, or one that they may already own in some form or another? We think so, at least for some of these titles. It is an especially appealing proposition for collectors and those who don't want to scan in their game every time before playing.

**There is an undeniable coolness factor with this set, especially for older gamers with fond memories of the originals ..**

There is an undeniable coolness factor with this set, both for older gamers with fond memories of the originals or those who find the retro factor appealing. Let's just hope that Nintendo continues the series with some of the harder-to-find classics. How about *Kid Icarus, Metal Gear*, and *Battletoads* for series two? We'd be signed up for those!




## THE LEGEND OF ZELDA

Let's hope that Nintendo is smart enough to produce twice as many copies of *Zelda* than all of the other titles. Not only is this the best game of the classic series, it's arguably the best game in the history of the NES.

Even those who already own the fantastic Gamecube *Zelda* compilation disc should still buy this for the portability factor. The only way this one will get better is if Nintendo makes it a tiny gold cartridge.

**10**
OUT OF TEN



## ICE CLIMBER

This is one of those games remembered fondly until it's actually played for any period of time. Then you remember that the control is mediocre and the game gets old after about 10 minutes.

Ultimately, *Ice Climber* is really a souped-up version of the original *Mario Bros*, with multiple screens and a better variety of baddies. Fans of *Super Smash Bros* will appreciate seeing the origin of the characters, but beyond that, this one has limited value.

**7.0**
OUT OF TEN

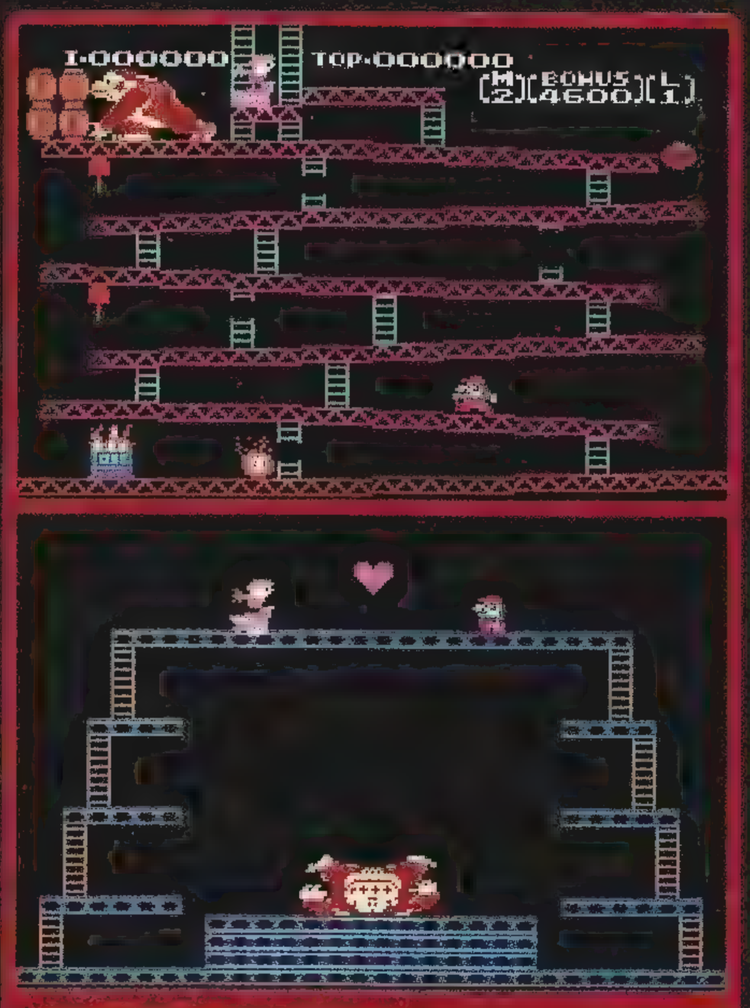



## SUPER MARIO BROS.

This is it, the game that brought video games in America back from the dead. *Super Mario Bros* is responsible for starting the platform gaming genre, turning a plumber into a superstar and immortalizing the phrase: "The princess is in another castle."

Reasons to buy this game: 1) Because it's a classic; 2) Because you already own all of the *Super Mario Advance* games and this completes the collection; or 3) Because without this game we might all still be playing Scrabble.

**9.0**
OUT OF TEN




## DONKEY KONG

*Donkey Kong* is another of those games that belong in the upper echelon of the gaming Valhalla. It introduced three gaming icons: Mario, Princess Peach (or is it Daisy) and, of course, Donkey Kong himself.

Unfortunately, this is the NES version of the game. You know, the one missing the opening animation and one entire level of the arcade game. For three quarters of a game, the best we can do is three quarters of a score.

**7.5**
OUT OF TEN

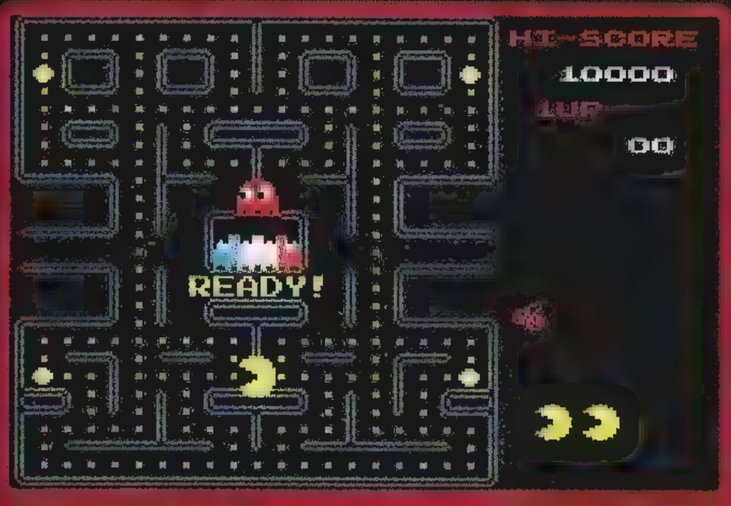



## EXCITEBIKE

Compared to today's racing games, *Excitebike* is pretty simple. The tiny bike changing lanes on the side-scrolling, 2D track—dodging holes, navigating bumps and nailing ramp jumps—pretty much the same race after race after race.

But it doesn't matter because *Excitebike* is fun. Pure, unadulterated, giggle yourself senseless fun. The only thing really keeping the score down on this one is value—you can easily play the eCard version of this or the one in *Animal Crossing* for a lot less.

**7.0**
OUT OF TEN

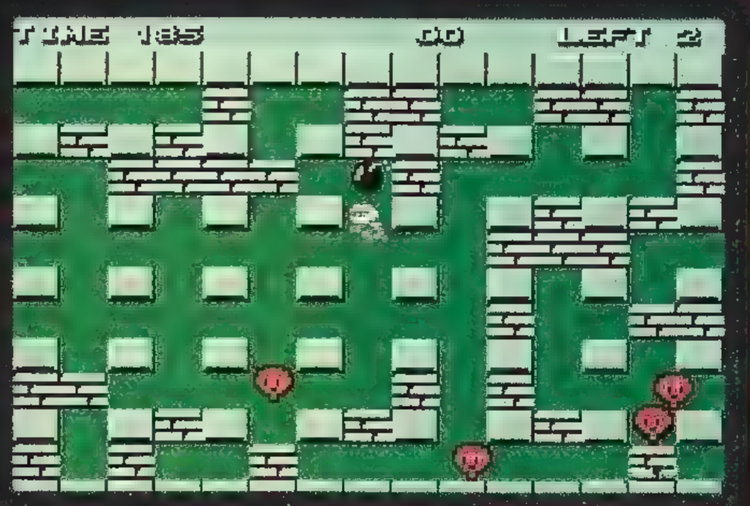



## PAC-MAN

Here's the dilemma. *Pac-Man* is a classic, absolutely one of the true pinnacles of game design and originality.

But there is no denying that the original *Pa-Man* is dated, practically carbon-dated. That isn't to say that there isn't fun to have here, but when it is the only game on the cartridge, 20 bucks seems like a pretty stiff price. Skip this one and pick up the compilation instead.

**5.0**
OUT OF TEN




## BOMBERMAN

One thing you cannot fault this series for would be a lack of icons. Hudson Soft's most successful character of all time is Bomberman.

The single-player portion of *Bomberman* is a lot of fun, with varied stages and plenty of fast, hectic action. Unfortunately, this version is utterly devoid of any sort of online play. The end result is a mixed bag. Not a bad game as long as you know what to expect.

**7.0**
OUT OF TEN




## XEVIOUS

*Xevious* is a game many will be surprised to see on this list, but it happens to be one of the best.

Unlike many of the other shooters of the time, *Xevious* featured detailed backgrounds (rather than just empty space) and the ability to bomb ground targets while shooting at flying attackers. True, players won't find the kind of frenzied action the best shooters from the early 1990s offered, but this one is certainly worthy of your attention.

**8.0**
OUT OF TEN

# GBA VIDEO

**Don't have a portable DVD player? So what! Now you can watch SpongeBob on your GBA.**




Those with a penchant for cartoons will soon be able to get their fill of *Pokémon, SpongeBob Squarepants, Jimmy Neutron, Fairly Oddparents* and *All Grown Up*, right on the handy Game Boy Advance.

The new GBA Video technology allows publishers to cram 45 minutes of compressed video in a single GBA cartridge. A 90-minute version is also in the works.

Majesco, one of today's up-and-coming game publishers, have created the proprietary procedure for supplying the video to Nintendo's handheld, and will also be releasing the Nickelodeon cartoon cartridges. Nintendo will be releasing the *Pokémon* episodes themselves.

Each cartridge will include two full episodes and carry an SRP of $19.99.

The video controls will be familiar to anyone who has ever used a DVD player.

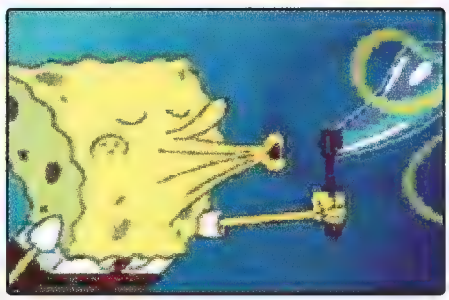
In addition to the previously mentioned titles, other popular cartoons such as *Sonic the Hedgehog, Dora the Explorer* and *Teenage Mutant Ninja Turtles* will also be available. More than a dozen titles will be released in the first month, with releases beginning in May and continuing throughout the summer.

The audience for these cartridges may skew a bit young, but for kids, who have a tendency to watch their favorite video a billion times in a row without a break, the format is ideal. Much more convenient, and inexpensive, than portable DVD.

If the format proves popular more releases will come quickly, and once the 90-minute version is available look for full-length movies.

It just goes to show, the world's most popular portable game machine really is a multi-talented player.





David and Amy
Saturday night 10:15
Beach Bonfire

# CLEAR SKIN MATTERS

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Nature's Cure® Two-Part Body Acne Treatment System works INSIDE and OUTSIDE to clear and prevent acne.

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# NOKIA N-GAGE

**For those who were wondering, reports of the N-Gage's death have been greatly exaggerated.**

**The original N-Gage deck suffered from a combination of quirky design, mediocre launch games and terrible word of mouth. But Nokia wasn't about to give up. They listened to their detractors, and have been working tirelessly to upgrade their image.**

The result is the new N-Gage QD phone and game deck. Gone is the "side-takin'" hold the phone like a taco style. Gone is having to take the battery out to change games. Gone is the $300 price tag.

The N-Gage QD features hot-swapable MMC memory cards conveniently located on the bottom of the unit. The QD also features a brighter screen, longer battery life, and a phone that can be held like a phone.

The game controls have been tweaked and are now more comfortable, and Nokia has even upgraded the N-Gage Arena and phone functions.

Depending on the phone package chosen, the QD will should cost between $99.95 - $199.95, much more reasonable for a phone and game deck package of this type.

To compliment the new deck, Nokia has been actively pursuing developers to provide great new content.

RPG fans have no fewer than four new games coming to fill their dice rolling fantasies. *The Elder Scrolls Travels: Shadowkey* takes place in the popular universe created by Bethesda soft on computers and Xbox. Also coming is the original mobile MMORPG, *Pocket Kingdom: Own the World,* an exclusive installment of the popular *Xanadu with Xanadu Next,* and a translation of the pen-and-paper series *Rifts.*



Nokia has also signed a deal with Capcom (specific game titles pending) and plan on bringing Hudson Soft's legendary *King of Fighters* to the mighty mobile.

Perhaps most exciting is Nokia's first-party game, *Pathway to Glory* a WWII strategy game that boasts truly impressive graphics and very promising gameplay. Fourteen single-player missions plus Bluetooth and Arena multi-player only adds to the appeal.

The N-Gage may not have proven itself yet, but the latest efforts show that Nokia is serious about sticking around for a while. And if they can manage more games like *Tiger Woods PGA 2004* and *The Sims: Bustin' Out* (see reviews on the next page) then they might just get this one off of life support.

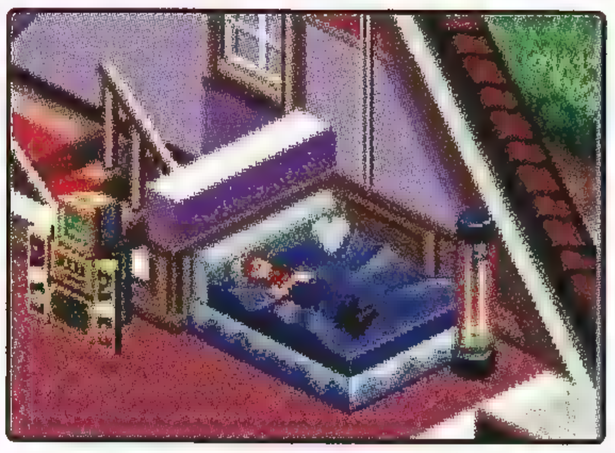
**The latest efforts show that Nokia is serious about sticking around for a while**

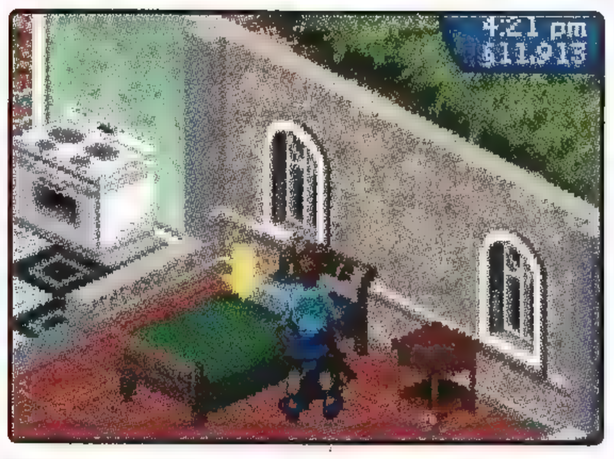



## TIGER WOODS PGA TOUR 2004

Those who have played the mobile phone version of the game need not worry, the N-Gage *Woods* is nothing like it. EA has managed to shrink down everything that makes the console version of *Woods* great, including tons of challenges, multi-player play and even unlockable content!

**9.5**
OUT OF TEN



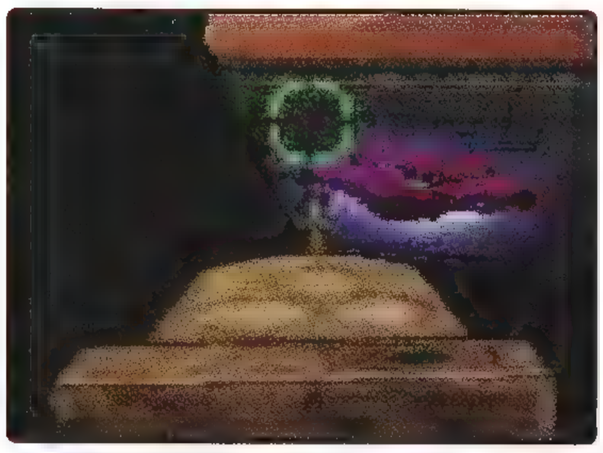


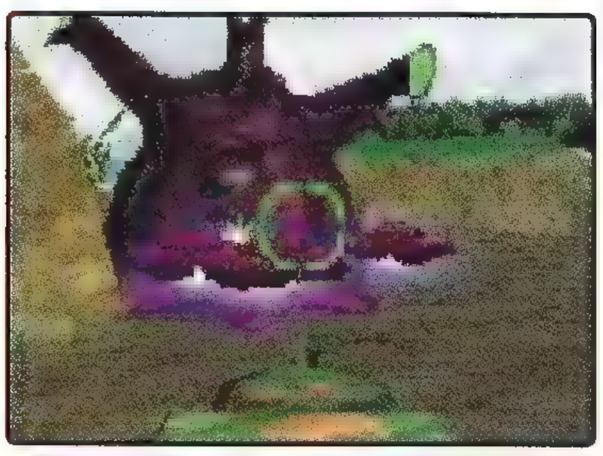

## THE SIMS BUSTIN' OUT

The Sims is a game that benefits from a bigger screen; after all, a lot of this game is about collecting cool stuff and decorating your pad.

Bustin' Out works though. The characters are large enough to provide some nice detail and the graphics are sharp!

**8.0**
OUT OF TEN





## ALIEN FRONT

Those unfamiliar with Sega's Alien Front might want to think about the tank sequence from the old Tron arcade game, or maybe Tank on the Atari 2600. This is a basic shooter. Drive the tank around, blast the alien vehicles. Go to the next level. Repeat. It's basic, but it is well done and a lot of fun.

**6.5**
OUT OF TEN





## MARCEL DESAILLY PRO SOCCER

Two soccer games will meet on the N-Gage field of play. One will win, the other will be forced into obscurity. Well, meet obscurity. Marcel Desailly Pro Soccer does everything that EA's FIFA Soccer does, but it doesn't do any of it nearly as well.

**2.0**
OUT OF TEN






## FIFA SOCCER 2004

What's really impressive about FIFA soccer is the sheer number of teams and options available. More than 6000 real players and 300 official teams are available, so soccer fans are assured to find their favorites. All that's missing is drunken riot.

**7.0**
OUT OF TEN



## ASHEN

One thing's for sure, it's hard to do a first-person shooter on a tiny screen. The monsters are spread a little far out, making the action a bit slow at times. Also, it's too easy for creatures to sneak up on you. Only buy this if you must have a FPS for the N-Gage.

**5.0**
OUT OF TEN







# GADGET

## What to do on the road when a plain-old GBA just isn't enough.

**Here at *Pocket Games* we all love the GBA. Some of us even enjoy playing games on our cell phones, PDAs and one guy even professes to like the N-Gage. But sometimes this small-screened, easy-to-transport system isn't enough.**

After all, what are you gonna do if your in the middle of the latest *Metal Gear*, *Halo* or *Grand Theft Auto* game and you have to leave town. Well, there are a few gadgets out there to make things a bit easier for the hardcore gamer on the go.

For the last few years, companies have been releasing LCD screens that clip on to console systems. Most of them have been a bit small (generally 5" - 5.5") and are designed specifically for a single system.

The geniuses at Mad Catz (let us bow before them) have released a larger (7") 7.0 Universal Screen that clips comfortably and securely to the PS2, GameCube or Xbox.

The active matrix screen is bright and clear, showing none of the blurring during fast games indicative of some LCD's. It includes a cable with standard RCA A/V plugs and an S-Video input, to connect to all of the current console systems. Should one want to connect to the screen to a DVD player or other devise, any standard A/V cables will work.

The only slight problem with the screen is the locked in 16:9 widescreen aspect ratio. It is beautiful for DVDs and games that support the widescreen format, but makes older games that don't offer widescreen seem a bit squished. They are still perfectly playable, but just don't look as nice.

Gamers on the go will also want to check out the Universal Travel Kit, also from Mad Catz. It was designed to work with the 7.0 Universal Screen and features a bag to mount the screen to a car headrest as well as a power inverter which plugs directly into a car's cigarette lighter and provides power to the system as well as the screen.

Those looking for a screen that will do just about anything need look no further.

And if you're bored with the way your plain old GBA SP looks or you would like to get a better grip on the system for those particularly furious games, (or you just have a Jones for DragonBall Z, Teenage Mutant Ninja Turtles or Yu-Gi-Oh!) Nuby has a GBA accessory for you.

The company who has made a nice little niche for itself selling game accessories adorned with licensed characters has a FANtastic new line for the GBA SP called "skins."

**DragonBall Z**
**Starter Kit**
**$24.99**
**www.nubytech.com**

**DragonBall Z**
**Grip and Stick**
**$7.99**
**www.nubytech.com**

# ATTACK

While Nuby proudly proclaims that it will keep your system from getting all scratched up, we know the real reason to buy 'em Dragonball Z and TMNT! The hard plastic shells fit easily over the GBA SP, and actually add a little heft to the unit, which some feel has always been a little too light. And unlike decals the skins slip off easily, so you can change your Game Boy's look depending on your mood.

Also available are new GBA SP starter kits, which include such doo-dads as handgrips (some with joysticks), car adapters, headphones and some really nice carrying cases. These too come in Dragonball Z and Turtle varieties, along with the latest addition to Nuby's stable of licensed stars, Yi-Gi-Oh!

Finally, there is the GBA SP "Grip and Stick." This heavy-duty slid-on handle features a small joystick and two raised buttons, making the GBA feel more like a standard console controller. The biggest problem with this is getting the buttons aligned correctly, but once you've found the sweet spot the item works well.

The best part about all of these items is the overall build quality. Nuby has taken great care to make items that can take a beating from you and your little brother.

So if you're looking to jazz up that boring old blue or silver system give these new accessories a try. They are like a rainbow of pop culture goodness.

**DragonBall Z**
**Cool Covers**
**$4.99**
**www.nubytech.com**











(1) The all-new cards play a huge part in the game's strategy. (2) The captivating story is what sets Shining Force apart from the pack. (3) Fallen characters can be brought back to action for a nominal fee. (4) A character's stats determine where he or she's best suited on the battlefield.

# SHINING FORCE: RESURRECTION OF THE DARK DRAGON

## The Sega classic attempts to take back its strategy RPG crown

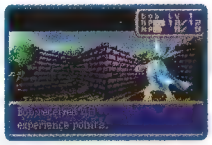
**S*hining Force* broke onto the scene in 1992 for the Sega Genesis and introduced many gamers to the strategy-RPG. The combination of a good story, addictive strategy gameplay and a terrific score made *Shining Force* a hit with anyone who played it. Now all these years later, a new generation of gamers will be able to experience the original *Shining Force* in portable form.**

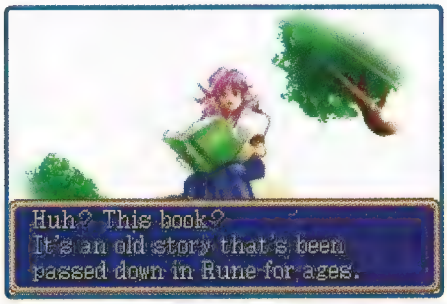
Fans of *Advance Wars, Final Fantasy Tactics Advance* and, most notably, Fire Emblem will feel right at home with *Shining Force's* gameplay. Your force goes up against the enemy in turn-based warfare, with the goal usually being to eliminate the entire opposing force or just the enemy leader. Between battles, you'll get the chance to visit towns, buy supplies and recruit new members to your group. The exploration aspect, which is sorely missing from many of today's strategy RPG's, is essential in *Shining Force*—only the most thorough players will find some of the special items and hidden characters available to enlist.

So what's changed in this port of the Genesis classic? For starters, the characters have been made much larger to be more easily visible on the GBA's screen. The game's story has also been slightly remixed, with the main character (who was silent in the original) now being given the gift of gab. Additionally, a new set of collectable cards has been added which, when found, can enhance your characters' stats and abilities. New characters, side quests, a sprint button, improved character balance and all-new battle objectives help round out the changes, giving even *Shining Force* veterans a reason to play through this one again.

If you're a fan of strategy RPGs in even the slightest form, make sure you check out *Shining Force: Resurrection of the Dark Dragon* this summer.







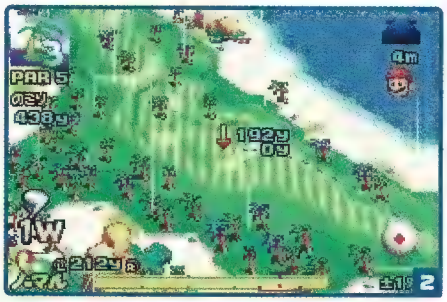


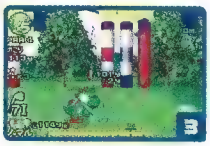


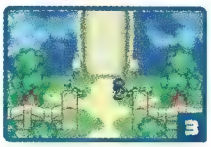

**POCKET DATA**

PUBLISHER: ALTUS
DEV: AMUSEMENT VISION
GENRE: STRATEGY RPG
PLAYERS: 1
ESRB RATING: T
RELEASE DATE: JUNE 2004





(1) Donkey Kong's one of the strongest characters in the game. (2) When it's raining, put a little more power on your shots. (3) Mario Golf: Advance Tour certainly isn't lacking in modes of play. (4) Your character is in for quite a long journey in the Story mode.

# MARIO GOLF: ADVANCE TOUR

## Is it possible for a portable golf game to be better than Mario Golf on the GBC?

**Mario's taking yet another break from adventuring, this time hitting the links in *Mario Golf: Advance Tour*.**

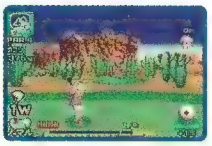
The game is a follow up to the exceptional *Mario Golf* for the GBC, which is regarded by many to be the pinnacle of portable golf. With updated graphics, a wide range of new features and an all new Story mode, *Mario Golf: Advance Tour* looks on par to steal that honor from its predecessor.

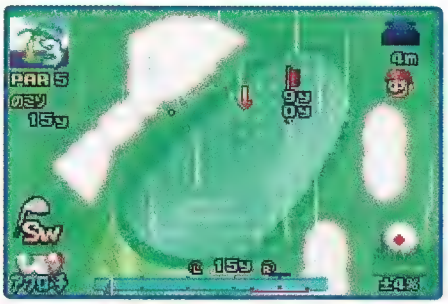
Upon powering up *Advance Tour*, you'll be immediately dropped into the game's RPG mode. In it, you choose a character, either male or female, and attempt to successfully move up the ranks from a golfing novice, all the way to a tour pro. Throughout this mode, you'll get to do a lot of things not usually associated with golf games, such as chat it up with other golfers in the clubhouse and even level up your character.

But since it's called *Mario Golf*, Mario and the gang are obviously all here, as are all of the usual play modes. Those who've put any time into *Mario*'s most recent golf outing, will feel right at home with *Advance Tour*, as even the graphics and sound do their best to copy the GameCube game.

The game's swing system is identical to the one found in *Toadstool Tour* for the GC. For those unfamiliar, you tap A to start your swing, tap it again to select how much power's behind your shot, and a final time to determine the accuracy of the swing. The auto-accuracy feature from the Cube version has also made the transition, allowing even the most novice players the chance to have fun.

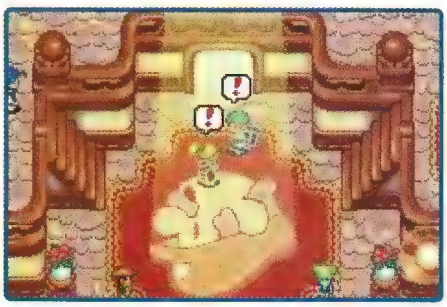
A deep story mode, unlockable courses and characters and simply the best golf engine on a portable, make *Mario Golf: Advance Tour* a must have this summer.









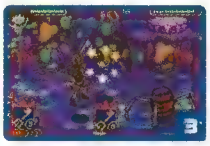





| POCKET DATA | | |
|---|---|---|
| PUBLISHER: NINTENDO | | PLAYERS: 1-4 |
| DEV: CAMELOT SOFTWARE PLANNING | | ESRB RATING: T |
| GENRE: SPORTS/RPG | | RELEASE DATE: JUNE 2004 |









(1) You won't always be fighting alone. Here, Goofy smashes up a foe. (2) The more fire cards you use, the more powerful the spell will be. (3) Giant spider legs coming out of a barrel? Talk about scary. (4) Some of the enemies in Kingdom Hearts: Chain of Memories are enormous.

# KINGDOM HEARTS: CHAIN OF MEMORIES

## Hey wait a second. Wasn't the PS2 Kingdom Hearts an action RPG?

***Kingdom Hearts* was a huge hit on the PS2 a couple years back, and now Square's bringing the series to the GBA. However, there are some definite changes within that may turn off fans of the original.**

First of all, the PS2 game's on-the-fly battles have been replaced by encounters. You'll walk around the game's world just as before, but once you stumble upon an enemy, you'll be presented with a battle screen much like that of other RPG's. Once in battle, you can still move freely about, but this is no longer an action RPG. *Chain of Memories* introduces a card system to the series, completely changing the way you'll do battle.

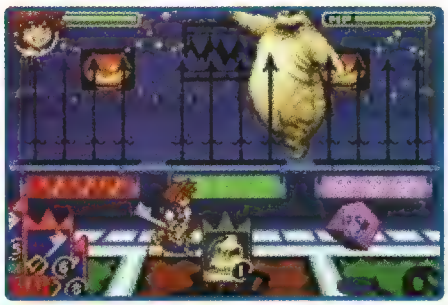
So how does this new card system work? For starters, this isn't anything like the card games you're likely thinking of. Instead, you'll choose your attacks by cycling through the cards in your deck. Each of the cards has different attacks, spells and special moves associated with them, along with a number which will determine how powerful the card is. You can also combine cards to deal out devastating combos and extra-powerful magic attacks. Cards will be used not only in battle, but also to solve puzzles and complete other tasks.

Not much is known about the story right now, other than the fact that it takes place soon after the end of the original game. It also appears as though most of your favorite Disney and Square characters will return in some form.

It's difficult to say how the fans of the original game will take to the new card battle system, but so far it appears to work really well. Look for *Kingdom Hearts: Chain of Memories* before the end of the year.







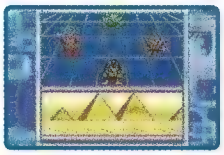


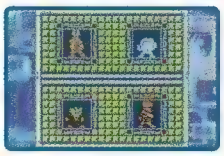


**POCKET DATA**

PUBLISHER: SQUARE-ENIX
DEVELOPER: JUPITER
GENRE: RPG
PLAYERS: 1
ESRB RATING: RP
RELEASE DATE: 2004







# MEGA MAN ANNIVERSARY COLLECTION

**Mega Man fans have been treated to scores of new *Mega Man* games on the GBA, from the *Zero* series to *Battle Network* and so on. But there wasn't always a Game Boy Advance. This summer, gamers will get to return to their *Mega Man* roots with Capcom's *Mega Man Anniversary Collection*.**

Originally known as *Mega Man Mania, Anniversary Collection* is a compilation of the five *Mega Man* games for the original Game Boy. Many gamers may not even realize that the *Mega Man* franchise appeared on the Game Boy, let alone five times over. The games, excluding *Mega Man: Dr. Wily's Revenge*, may share their names with the NES versions, but they weren't NES-to-Game Boy ports. The first game, for instance, has bosses from both the original *Mega Man* and *Mega Man II* on the NES.

Each of the titles has been redone in color, giving the graphics a much more appealing look (though the option can be removed if you really need to be reminded of how the games originally appeared). The cartridge also contains a complete history of *Mega Man* and unlockable artwork selections.

If you're a fan of the blue bomber and haven't yet experienced his original adventures on the Game Boy, you really can't go wrong with this collection.





The colorized graphics really do look a whole lot better than the original black and white.



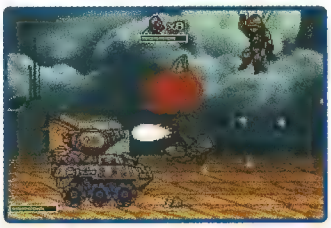

# CT SPECIAL FORCES 3: BIOTERROR

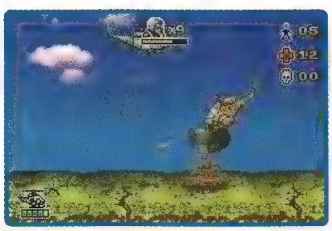
**Hip Games published two *CT Special Forces* games already this year—see the reviews in this issue!—and the company intends to complete the trifecta with *CT Special Forces 3: BioTerror*.**

The UK's best counter-terrorism agents are back to tackle another set of 20 different run-jump-shoot levels using (once again) an arsenal of eight unique weapons. Everything has been kicked up a notch for this third installment. Sword-wielding samurais, genetic mutants, and girly-thugs fight alongside the dozen or so soldiers taken from past games, and they're smart enough this time around to aim diagonally or toss grenades when you get too close. There are more ladders to climb and more doorways to figure out—of course—but now you also have to watch out for mounted security guns, guards jumping out of the scenery, and mutants bursting out of glass test tubes.

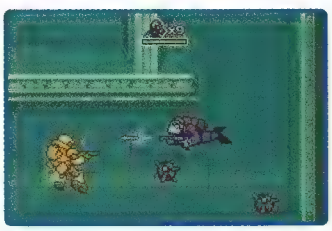
While *CT Special Forces* parts 1 and 2 were totally landlocked, many of the stages in *BioTerror* have underwater sections—such as rivers, flooded passages, and caves—that you can jump into and swim through. It's a good thing that Stealth Owl's harpoon gun can't run out of ammo, because there are mines, torpedoes, and enemy frogmen down there too, just waiting to clean your clock.

Guns, tanks, and harpoons? We're intrigued. When's it out? Late 2004.





Be ready for anything, including helicopter rescue and sniper rifle missions.



CTSF2 introduced The Tank. In CTSF3, the new twist is underwater combat.

**POCKET DATA**
PUB: CAPCOM
DEV: ATOMIC PLANET
GENRE: ACTION
PLAYERS: 1
ESRB RATING: E
RELEASE: 2004

**POCKET DATA**
PUBLISHER: HIP GAMES
DEV: LSP GAMES
GENRE: ACTION
PLAYERS: 1-2
ESRB RATING: T
RELEASE: FALL 2004

# POCKET

## THE ASTRO AND THE OMEGA FACTOR



Throw high concept and pretense out the window. *Astro Boy: Omega Factor* is coming to do one thing and one thing only: provide the sickest blast of old school 2D gaming you've seen in ages. Sure, the recent *Castlevania* and *Metroid* games of late do a darn good job of that, but with *Omega Factor* we're talking about a time warp back to the killer days of the Sega Genesis. True that. Every geeky 2D effect you could imagine is here, along with an innovative weapons system, stunning graphics, great music, razor sharp controls, a cool character collection system (which unlocks famous Tezuka creations in an encyclopedic character dictionary mode), and the great nonstop action and furious boss battles Treasure is known for.

That's right, the very same Treasure responsible for classic action titles such as *Gunstar Heroes*, *Dynamite Headdy*, and *Silhouette Mirage*, as well as recent hits such as *Ikaruga* and the upcoming *Gradius V*. But Treasure didn't work alone—*Omega Factor* was produced and codeveloped by Hitmaker (the development wing of Sega known for its *Crazy Taxi*, *Virtua-On*, and *Virtua Tennis* games). Together, they are responsible for *Astro Boy: Omega Factor*, and to find out what makes this game tick, we talked with Tez Okano, director at Hitmaker.

**PG:** How was it creating a brand-new game based on a classic Tezuka license?

**Tez Okano:** To the Japanese otaku (maniacs), it is truly a dreamlike opportunity. The agreement between Sega and Tezuka Productions is extremely special because it allows us to create stories using all the characters in Tezuka's works, not just *Astro Boy*. The comparative sentiment in America would be something like a license to develop stories based on all heroes from the Marvel and DC comics worlds combined. You can see then why we are so excited.

**PG: What was your working relationship with Treasure on this title like? What was Hitmaker responsible for, and what was Treasure's role?**

**TO: The overall directions, like rough specs, stage structures, and story, were done by me. While we wanted to entrust the staff at Treasure with everything, our development schedule was tight, so we outlined the story on the Hitmaker side. Treasure responded well to this unorthodox approach, creating the refreshing and fascinating aspects of the actions that are the core of the game.**

**PG: While Treasure has certainly developed plenty of games for Sega consoles, it's been a while since it developed a game for Sega. Was it fun to rekindle that sort of partnership in this new era?**

**TO:** It was very exciting! I am a great Treasure fan and have always wanted to work with them. When it was determined that the *Astro Boy: Omega Factor* game was to be developed by an outside developer, I gladly contacted Treasure, thinking this was the perfect opportunity for us to partner with them. I was overwhelmed by the positive attitude at Treasure and their approach of "If it is not fun, there is no point in making a game." All of our [illegible]






# ROCKET

tend to be mere products, Treasure's game-development philosophy took me back to the basics of game development: Concentrate first and foremost on making the game as fun as possible.

**PG: Who would win in a fight—Astro Boy or Dynamite Headdy?**

**TO:** I asked the main programmer, Yaiman, this question, and he firmly replied, "Astro Boy is stronger!" Besides attacks like punches or kicks, Astro can use the Zero Teleport that was featured in *Alien Soldier*, as well as Finger Beam, and moreover, he has more powerful weapons, like the Arm Cannon. About whether he is indeed stronger than Headdy, please purchase the game and come to your own conclusion!

**PG: *Omega Factor* just might be the most beautiful GBA game we've ever seen. Is the hardware similar to, oh, the Sega Saturn's? Or is it a whole different slab of technology?**

**TO:** I have asked Yaiman about this, too, and he says the GBA is closer to the SNES than the Sega Saturn. (Yaiman was involved in developing *Contra Spirits* and *Castlevania* on SNES.) I assume what makes *Astro Boy*'s graphics stand out is the use of translucence, which can be attributed in large part to the ability of the main designer, Hashikuran.

**PG: Was *Omega Factor*'s development the usual Treasure size of two or three people? If so, that's incredible.**

**TO:** Well, it was, at least at first. But since the development schedule was very tight, a total of more than 10 members worked on the project, including people outside the regular team. I believe that pulling all of this talent together helped create the quality game that we have.

**PG: Between *Astro Boy* and *Dororo*, it seems to be a great time for Tezuka-based videogames. What other Tezuka licenses do you think would make great videogames? Black Jack, perhaps?**

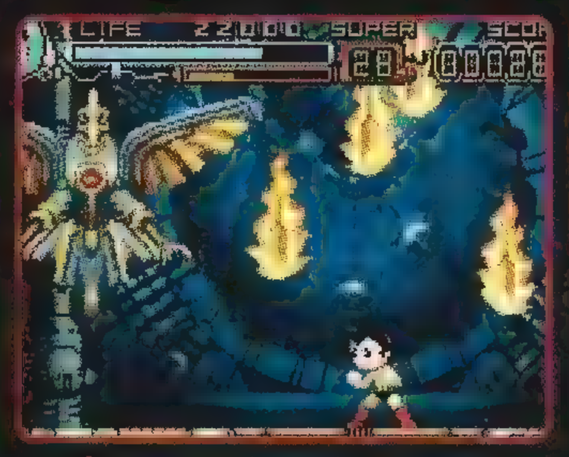
**TO:** While Osamu Tezuka is regarded as the "God of Manga," his influence extends beyond that. I feel he has a presence that represents Japanese culture in the 20th century. When it comes to making his works into games, I suppose it would be difficult to top *The Phoenix*. It would be fun to develop titles such as *Next World*, *Prime Rose*, *Ambassador Magma*, and The Devil Garon.

**PG: *Omega Factor* has a lot of references to old Treasure games, like the *Gunstar Heroes* sign in the background of the first stage. Did the original *Gunstar* team develop *Omega Factor*?**

**TO:** Yaiman was the main programmer of *Gunstar*! As for the *Gunstar Heroes* sign in the background of the first stage, I drew it on a lark, and I am so glad that I did. Also, Non, who worked on the music, was also on the *Gunstar* team. In *Omega Factor*, I had them put in a tune from the BGM of *Gunstar Heroes* during the climax scene, so listen for it! Adding to this, we included fun items for Treasure maniacs here and there, such as Pook, who transforms into five figures like he does in *Seven Force* (we used only five transformations instead of seven because it is based on the *Alien Soldier* version), or Epsilon, who attacks with a laser similar to the one used by the hero in *Alien Soldier*.

**PG: Another *Tezuka* character, Hosuke Sharaku, the three-eyed boy, is unlockable in the game. Why did you choose him as an unlockable surprise?**

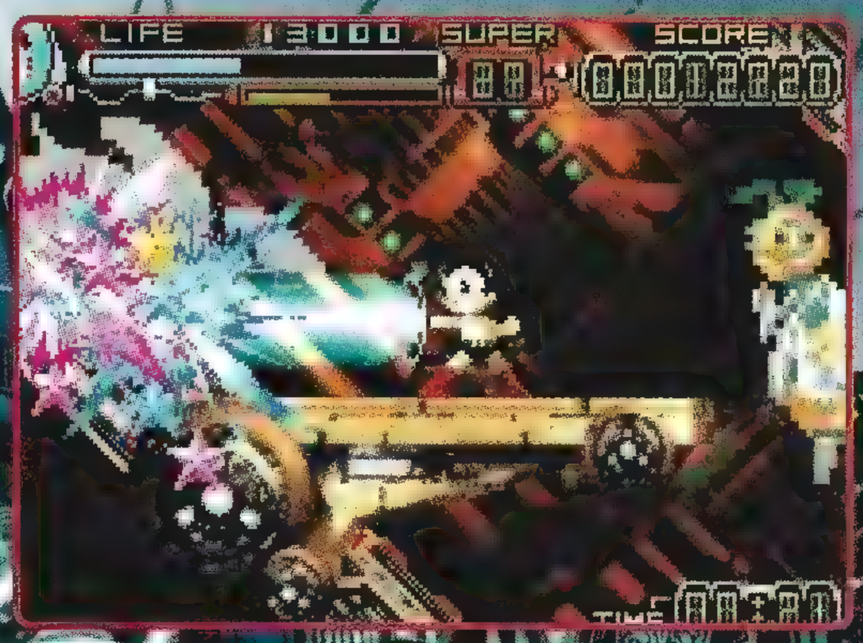
**TO:** Very nice question! After thinking about this, I remembered the "Ancient Prince" Sharaku, who overwhelmed Astro in Marine Express. Sharaku plays a very important role in Omega Factor as he is Astro's greatest enemy. But Sharaku is just the beginning. A total of 47 characters from Tezuka's works appear in this title. I think that many characters will still be unfamiliar to those outside of Japan, but you can learn about each character in the character dictionary in Options! Please enjoy this game as an introduction to Tezuka's works.

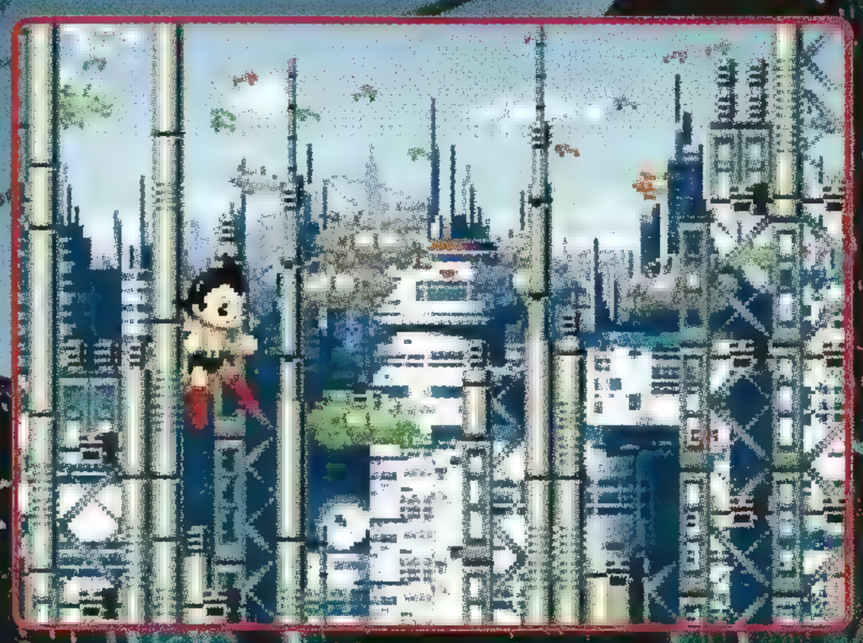


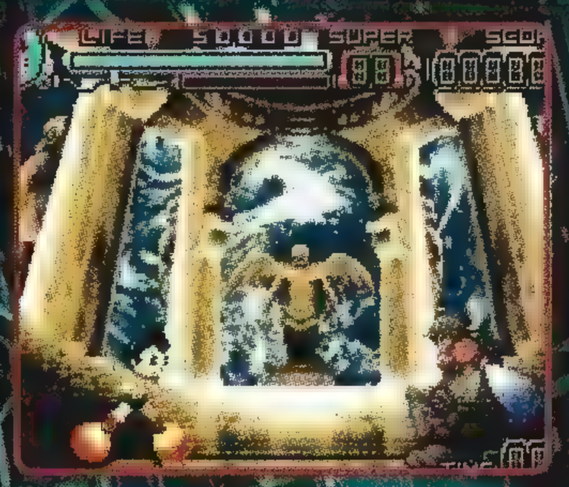



**If you think these screenshots are pretty, then wait until you see the game in action. If for some reason you don't already have a Game Boy Player for your GameCube, you might want to slide out and pick one up. This game warrants playing on the big screen—it looks that good. Of course, it also plays like the bee's knees.**

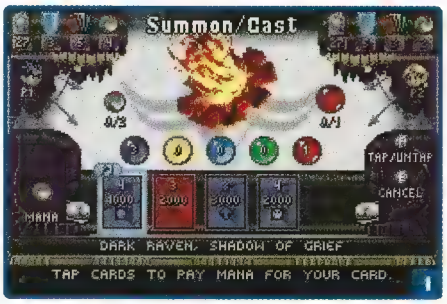


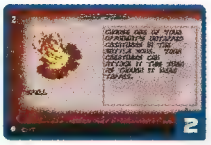










1) Having a working knowledge of each card is the key to success. 2) While the graphics are acceptable for the GBA, they're nowhere near what they could be. 3) The battlefield is a dangerous place to be if you don't have shields.

# DUEL MASTERS SEMPAI LEGENDS

## Learn the art of Kaijudo in the comfort of your own home.

Ever since Wizards of the Coast unleashed Magic The Gathering on the world, pop culture hasn't been the same. The trading card game paved the way for Yu Gi Oh! and other titles like it, and now Atari has acquired the videogame rights to *Duel Masters*. With millions of players around the globe—many of them already owning GBAs—the game has a massive fan base already established before its release.

*Duel Masters* is par for the course for a trading card game. Players control a character and explore a 16-bit world on foot as they raise him from a neophyte to a master dueler. Along the way, players encounter a motley cast of competitors, earn bonus packs, trade to earn rare cards and hunt down the mysterious Mr. X who has stolen a powerful card.

The overwhelming majority of the game is spent in duels against the relentless CPU. Players must study the 120 cards of the Duel Masters base deck as well as the just-released Evo Crushinators of Doom 60 card expansion set that adds a new level of depth with new spells, creatures, and double shield breakers. Gaining the knowledge necessary to create a competent 40-piece deck and learning which cards to play when takes substantial practice (read: countless duels). Unfortunately, the game's tutorial mode offers nothing more than the absolute basics of the game's mechanics, leaving players to ask their friends for help when things don't go as planned. Fortunately, *Duel Masters* supports multiplayer battles, letting rivals duke it out on the road. But gamers who are new to card trading games should steer clear unless they enjoy climbing mountainous learning curves. —*Doug Trueman*







4) Not surprisingly, the characters in the game live and breathe dueling. 5) While it's far from comprehensive, the game does offer tips during battles.

### POCKET DATA

PUBLISHER: Atari
DEVELOPER: Atari
GENRE: Trading Card
PLAYERS: 1-2
RELEASE DATE: June, 2004
ESRB RATING: E

### POCKET SCORE

**GRAPHICS**

Could be a lot better here, I mean, this system can do Donkey Kong Country.

**GAMEPLAY**

Gameplay can't quite be evaluated, as it's really the Duel Masters battle system that is on trial.

**SOUND**

The sound is dull and uninspired, with the same few songs repeating endlessly.

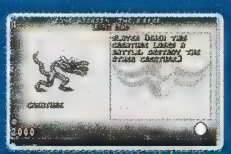
**OVERALL**

If you're a fan of the trading card game, you should find this enjoyable enough for practice or when no opponents are around.

**6.0**
OUT OF TEN

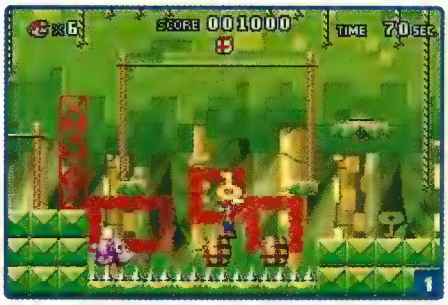
## WHERE ART THOU?

Where *Duel Masters* most fails is in the game's presentation. One would expect that with its famous collection of Japanese artists, Atari would have chosen to include high resolution scans of the real cards. Instead they're nowhere to be seen, and have been replaced by ugly facsimiles. Cards must be unlocked in the game to be viewed, so it's not even possible to use the cartridge as a quick reference. Take a look at our side-by-side comparison here.



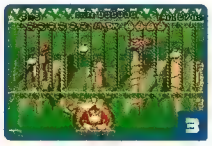











1) Pick up the key and take it to the exit. 2) Lead the group of Mini-Marios to safety. 3) The Mini-Marios help out in boss battles, which take place in classic DK, DK Jr., and Mario levels.

# MARIO VS. DONKEY KONG

## Worlds collide in this follow up to DK '94.

Nintendo has a knack for making stale videogame concepts seem new again. *Mario vs. Donkey Kong* is the latest example. It's an action-puzzle game that brings together aspects from a number of classic Nintendo games—primarily *Donkey Kong*, *Donkey Kong Jr.*, and the *Super Mario Bros.* series.

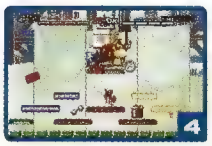
There are six worlds—each with six main levels, a Mini-Mario level, and a DK boss-battle. The main levels have two parts. In the first, Mario has to collect a key and use it to unlock the door to the next part. In the second part, Mario has to retrieve one of the Mini-Mario toys that DK has stolen. Mario can run and jump like always, and use his fireball and hammer powers to deal with enemies, but the real challenge is figuring out which switches will activate the doors and platforms that lead safely to the exit.

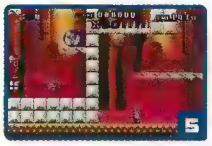
Before battling Donkey Kong at the end of each world, you have to lead all of the Mini-Marios from that world to safety. The Mini-Marios follow Mario around like Lemmings and mimic his actions. Solving these levels isn't much different than the main levels, except that you need to make sure to clear the path of enemies and cover up spike patches before leading the Minis onward.

Mario's abilities tie it all together. Besides being able to run, duck, and jump, Mario can grab hold of hammers, deflect enemies by performing handstands, and catapult himself upward by latching onto high wires. At times, there's so much going on that you hardly realize you're playing a puzzle game.

—*Frank Provo*

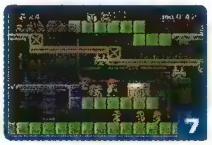
**It brings together aspects from a number of classic Nintendo games...**










4) Mario performs a handstand to kick DK's projectiles back at him. 5) DK stole the Mini-Mario toys, so now Mario has to reclaim them. 6) Step on springs and activate platforms in the Boo house. 7) Leading the Mini-Marios to safety isn't always easy.

### POCKET DATA

PUBLISHER: Nintendo
DEV.: Nintendo
GENRE: Action/Puzzle
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: E

### POCKET SCORE

**GRAPHICS**
The colorful backgrounds and various visual effects spice things up.

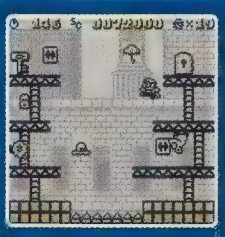
**GAMEPLAY**
The main goal is to solve the jumps, platforms, and switches leading to the exit. Simple, but fun.

**SOUND**
The music is a snazzy assortment of remixed DK and Mario tunes.

**OVERALL**
Less mindless than a typical Mario game, but still full of action. May be too challenging for young players.

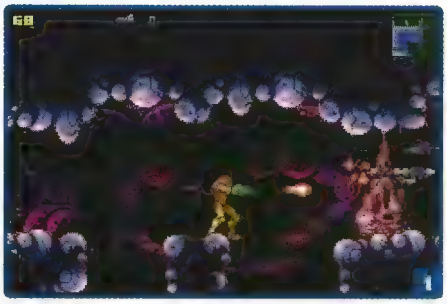
**8.0**
OUT OF TEN

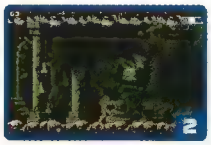
## MORE, MORE, MORE

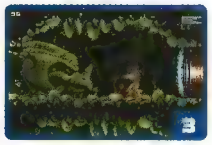


For all intents and purposes, *Mario vs. Donkey Kong* is the follow up to the 1994 version of *Donkey Kong* that Nintendo put out for the monochrome Game Boy unit. That game, like the current one, was a puzzle game where players had to navigate *DK*-style levels and figure out which switches to trigger in order to tote keys into locked doors. *Mario vs. Donkey Kong* takes the concept further. There are more switches, more enemies, and more abilities, the levels are larger, and the Mini-Mario and DK boss battles provide satisfying closure to each world.









1) Fans of the original Metroid game will love the updated graphics. 2) Samus starts off pretty weak, but there are plenty of power-ups to be found. 3) You must unlock the giant stone bird head to reach some levels.

# METROID: ZERO MISSION

## We now revisit the first adventure of our heroine.

In the United States, *Metroid* has long been one of Nintendo's best properties, right up there with *Mario* and *Zelda*. Poor sales in Japan resulted in a long gap between *Super Metroid* on the SNES and the killer combination of *Metroid Fusion* and *Metroid Prime*. Now, Nintendo is making up for lost time. *Metroid Prime 2* has been announced for later this year, and *Metroid: Zero Mission* is certainly a worthy follow-up to *Fusion*.

This isn't an entirely new game though. *Zero Mission* is really a remake of the very first *Metroid* from the NES days. It's more than just a bit of spit and polish though.

To its credit, Nintendo managed to keep the original game's integrity with the additional environments. It also helps link the story between the original *Metroid* and *Metroid Prime*. While the story might not seem the most important part of the *Metroid* series, like the equally excellent *Castlevania* games, the game would suffer if the story wasn't.

Along with the brilliantly refurbished adventure, the original *Metroid* is here as an unlockable extra, so those who are inclined can compare the two games.

Overall, Metroid: Zero Mission stands as one of the all-time great GBA games. Don't miss it.

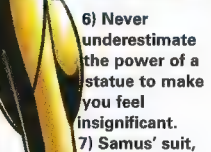
*—Marc Camron*













6) Never underestimate the power of a statue to make you feel insignificant. 7) Samus' suit, weapons and equipment can be upgraded several times

**Graphics have been updated of course, and stand among the best on the GBA.**

*M:ZM* is an amazing game in its own right.

Graphics have been updated of course, and stand among the best on the GBA. But Samus' powers have been tweaked and the game extended beyond the battle with Mother Brain that signaled the end of the original adventure.

## METROID ECHOS



The success of the one-two punch that was Metroid Prime and Metroid Fusion has led to a flood of new games featuring the first-lady of action games, Samus. Metroid Prime 2: Echos is scheduled for release later in 2004.

Along with a deep single-player story mode, Echos will feature the first ever 2-4 player mode. Not much is known at this time, except that it won't be your standard death-match and that use of the morph ball will be key.

Nintendo also announced Metroid Prime: Hunters, a multi-player game for the new DS system designed to show off the systems wireless networking capabilities.

### POCKET DATA

PUBLISHER: Nintendo
DEV.: Nintendo
GENRE: Action/Adventure
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: E

### POCKET SCORE

**GRAPHICS**

Zero Mission reminds players how fantastic a 16-bit, 2D game can look.

**GAMEPLAY**

Those who think 2D gaming is passé need to take this one for a spin.

**SOUND**

Metroid: Zero Mission should embarrass other companies who skimp on tunes for the GBA.

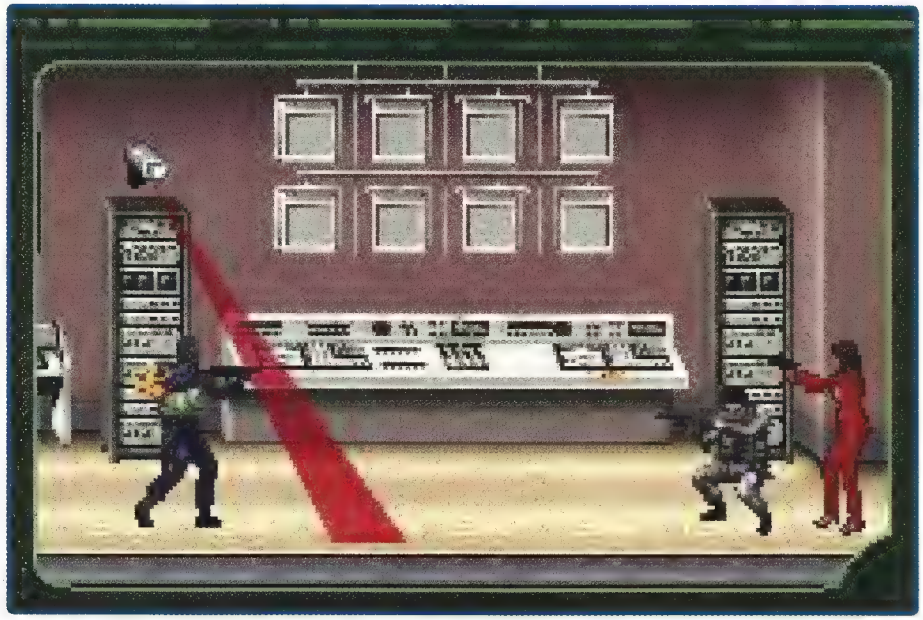
**OVERALL**

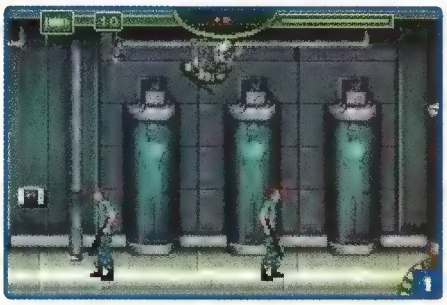
One of the best GBA games available. It's time for Nintendo to get working on the Super Metroid update!

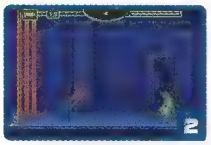
**9.5**
OUT OF TEN




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1) Clambering vertically and horizontally along pipes is an activity you'll regularly engage in. 2) Thermal vision and night vision capabilities can be accessed as situations merit. 3) Hacking into computers lets you shut down security systems and secure information.

# SPLINTER CELL: PANDORA TOMORROW

## Secret Agent Man

First, the good news—*Splinter Cell: Pandora Tomorrow* looks and feels just like its next-generation cousins. Now, the bad—it's every bit as difficult. Give UbiSoft props; the company has succeeded in translating a complex game onto a handheld format. Then give the publisher the middle finger... between countless restarts and numerous nail-bitingly arduous levels which can each take upwards of half an hour to complete, the firm deserves it.

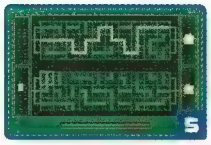
Offering stealthy play couched within a side-scrolling environment isn't a simple task, but the title pulls the job off, and with flair. Missions, which parallel those encountered in the home console edition, include embassy infiltration, hostage recovery and reconnaissance work. Within the context of each, you'll hug the shadows, hide behind objects, duck searchlights, roll amongst the hedges, and otherwise avoid confrontation at all costs. The action is supported by over a dozen enjoyable mini-games, which include lock picking, hacking and rappelling down walls.

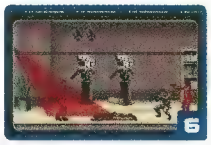
Sadly, the execution oftentimes proves too clever for its own good. Because secrecy is imperative, tripping a single alarm, running afoul of a lone guard or being caught on camera frequently results in instant mission failure. Replaying level segments wouldn't be so bad if many weren't mazelike in construction, require significant backtracking, or afforded players a means of scouting the territory ahead. Alas, assignments do, and degenerate into aggravating exercises in trial and error by association.

As engrossing as it is nerve-wracking, the game could've been great. Instead, it'll just have you sweating—and dodging—bullets. —*Scott Steinberg*

**...looks and feels just like its next-generation cousins.**









4) Bodies attract notice. Save yourself some trouble and hide them in shadowy areas. 5) One of many mini-games, this challenge requires you complete the circuit. 6) Head-on confrontations are seldom encouraged, but explosive shootouts can and do occur. 7) Busted! Creeping behind the hedgerow would've spared our hero the embarrassment.

### POCKET DATA

PUBLISHER: Ubisoft
DEV.: Ubisoft
GENRE: Action/Arcade
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: T

### POCKET SCORE

**GRAPHICS**

Backgrounds aren't anything exceptional, but character animations are incredible.

**GAMEPLAY**

Incredible at times, infuriating at others, it'll test any sane man's blood pressure.

**SOUND**

The music complements the proceedings nicely, though more speech clips would've been welcome.

**OVERALL**

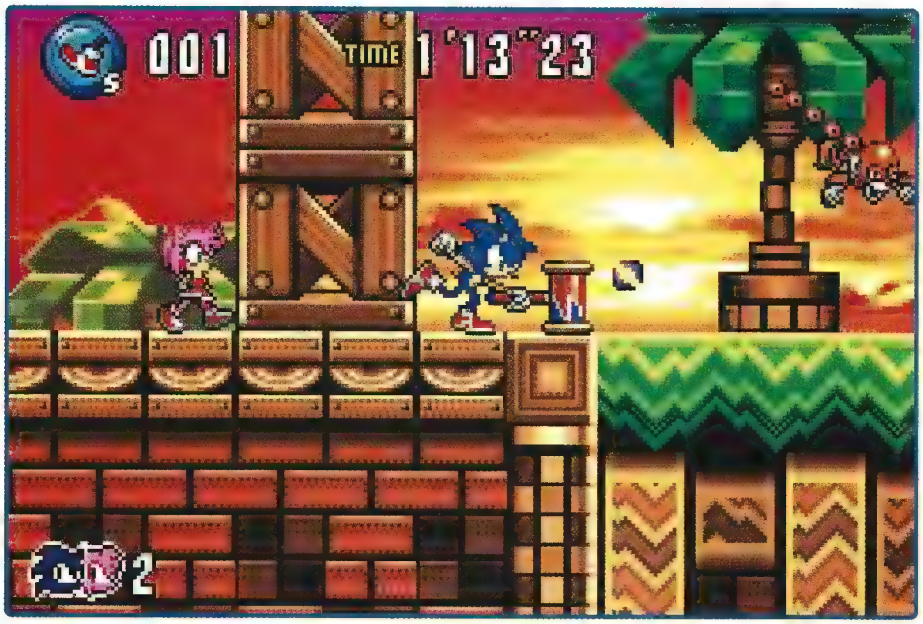
Splinter Cell offers some classy gameplay elements but suffers from a monstrous difficulty level.

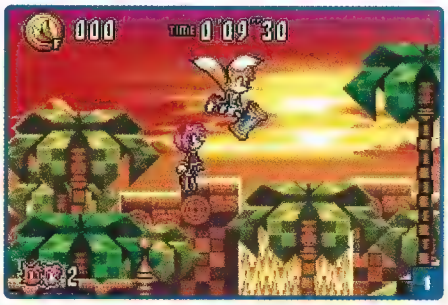
**7.0**
OUT OF TEN

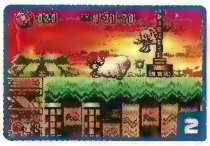
## DEEP COVER

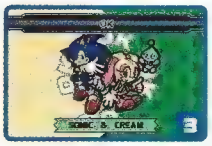


Hugging walls and blending into backgrounds is an essential part of play. By doing so, you can sneak up on unsuspecting guards, breeze past conversing sentries and avoid security cameras. Since the previous Splinter Cell, hero Sam Fisher has gained the ability to mash his back onto a wall and maneuver along it without hindrance. While the concept still suffers from limitations—the designers set guidelines on where you can and can't sneak—it benefits the title atmospherically.







1) Different combinations mean different powers. Check out Sonic and Amy's big hammer. 2) Even some of the more obscure series characters get to pitch in. 3) Sonic and Cream...usually I take mine with sugar and a sprinkle of cinnamon.

# SONIC ADVANCE 3

## See Sonic. See Sonic run. Run Sonic, Run. And jump. And spin.

For some reason, lately the *Sonic* series has fared better on the GBA than on the larger consoles. Perhaps it is because developers are just trying to do too much with the power of current generation consoles and are more content to stick to *Sonic*'s roots on Nintendo's smaller scale handheld.

Whatever the reason, fans of the blue furball will be pleased to know that the tradition of fast and furious, highly polished gameplay continues in *Sonic Advance 3*.

This time, Dr. Eggman has broken the world into seven parts and it's up to Sonic, Knuckles, Tails, Amy and Cream to put the pieces back together. Each of the seven levels is split into three sub-levels and a boss battle, making for a long, varied game.

Where Sonic has always excelled is speed, and *Sonic Advance 3* is no exception. Once familiar with the layout of a level, players will be able to speed through with wrecked abandon.

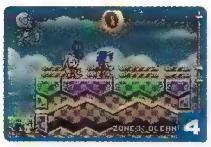
The level design is fantastic, with large imaginative interactive environments. Additionally, players choose one primary character and one secondary character to take along through each level. Depending on the secondary character, the primary character's powers change. There are a total of 20 combinations, leading to plenty of replayability.

The only problem I ever have with the GBA Sonic games is the small screen size. It sometimes makes it difficult to anticipate upcoming hazards. This is something that gets better as level familiarity increases. Still, this game plays even better on the GBA player.

Add in the multi-player options for up to four and the end result is one of the most complete GBA platform games.

—Marc Camron

***Sonic has always excelled in speed, and Sonic Advance 3 is no exception.***









4) Each zone is broken up into multiple levels playable in any order. 5) The levels are bright, well organized and huge. Different powers mean different paths. 6) You've gotta love the big city. There's nothin' like running through smog. 7) If Tails looks worried it's only because he just got his cell phone bill.

### POCKET DATA

PUBLISHER: THQ
DEVELOPER: Sega
GENRE: Platform/Party
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: E

### POCKET SCORE

**GRAPHICS**

The graphics are sharp and the variety of character animation is really impressive.

**GAMEPLAY**

Tight, fast and tons of fun. This is the type of game that made Sonic a star.

**SOUND**

Sonic sounds. Not too different from previous Sonic sounds, but still good, with good voices.

**OVERALL**

It seems like the developers somehow keep coming up with new environments to keep the Sonic GBA games fresh.

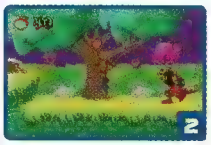
**8.5**
OUT OF TEN

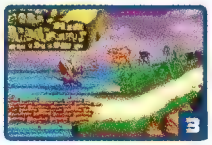
## SONIC DS DEMO

Less of a game than most of the DS products on display, the Sonic demo simply shows Sonic running on a set course. You can't control him, but you can control the camera angles in real time. The demo also tells you to move the stylus back and forth rapidly to make him speed up. The stand out feature of Sonic is that it simply looks fantastic. At first glance, you could mistake it for Sonic Adventure on Dreamcast. With a closer look, you can see that the ground is not as smooth and the textures have the overlaying squares look of a PS1 game, but with the motion blur, it looks great






1) The sheep-blasting mini-game is reminiscent of the arcade classic *Tapper*. 2) Some levels are just the standard hop-and-bop style of platforming. 3) The hubs between levels are filled with bonus stages and even random cards.

# CRASH PURPLE AND SPYRO ORANGE

## Mix one part bandicoot with one part dragon, mix and serve.

Sometimes squashing two different things together results in a heavenly combination: peanut butter and chocolate, ham and cheese, Janet Jackson and Justin Timberlake...well, maybe not. Vivendi Universal are betting that combining a bandicoot and a dragon will end up in big fun and big sales.

Why, you might ask, are these two different games being reviewed together? Well, basically because they are both the same game with just a few gameplay differences.

The story runs across both cartridges: Cortex and Ripto have teamed up to wreak havoc across both game worlds, and it's up to Crash and Spyro to stop their nefarious plans.

To do this, both characters must traverse multiple over-worlds, unlocking mini-games and collecting items in order to progress. The mini-games feature a variety of game styles, including shooting, platform style hop-and-bop and contests that could only be described as miscellaneous.

Along the way, there are also more than 100 cards per cartridge to win, buy, collect and trade.

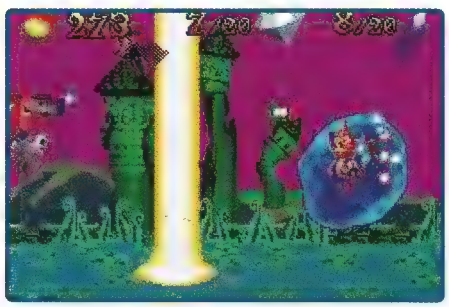
While the overworld areas provide a little bit of action, the heart of both of these games is in the mini-games. Unfortunately, it is also their chief weakness. In both cases, the contests are good and provide a nice variety in the small picture, but as players progress they will find themselves repeating contests over and over to progress through the games, which are a bit short anyway.

Some of the mini-games are better than others. The shooting segments are particularly strong, and some of the platform parts are a lot of fun. However, the *Breakout*-style contest that keeps popping up in both games is just boring, and a couple of the games in the *Crash* cartridge are much more difficult, to the point of being frustrating.

As mini-games are unlocked, they become available in multi-player, and cards can be swapped between cartridges as well, making for tons of replayability.

Ultimately, both games would have benefited from a bit more variety but it isn't enough from keeping me from recommending these titles. When all is said and done, I wanted to keep playing these games to the end, because I was having fun, even though I had seen it all a dozen times in previous levels. —*Marc Camron*

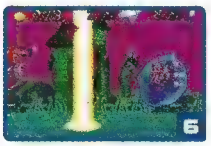
***...they are the same game with just a few gameplay differences.***















4) You just can't beat a dragon in a highly armed SUV! 5) There are more than 100 cards to collect and trade in each game. 6) Boss battles are especially lively. Gotta love them rocket launchers! 7) Fill in your card collection at the many shops and game tents.

### POCKET DATA

PUB: Vivendi Universal Games
DEV.: Vicarious Visions
GENRE: Platform/Party
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: E

### POCKET SCORE

**GRAPHICS**

The graphics are very good and compliment each other very well.

**GAMEPLAY**

The mini-games control great and the simple design keeps players coming back for more.

**SOUND**

Nice appropriate music keeps things lively, though things do get a bit old after a while.

**OVERALL**

A solid effort, though a bit more variety is necessary to call them great. VU Games deserves congratulations for trying something different.

**7.5**
OUT OF TEN



# BALDUR'S GATE: DARK ALLIANCE

I am a sucker for these types of games. Console, PC, GBA, it really doesn't matter. If it remotely feels like *Diablo* chances are I'm going to play it all the way through.

But the GBA versions of these games scare me. Perhaps this stems from the disastrous version of *Gauntlet* I reviewed last year. But I get the shakes every time one of these shows up on my door.

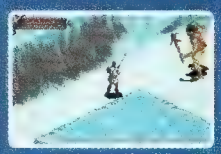
So it pleases me that, for the most part, *BG:DA* for GBA is AOK! Those who have played through the console version of the first *Dark Alliance* won't find anything surprising in the story or action.

Take charge of one of the ready made characters and slash your way through dungeons advancing in level while collecting tons of treasure. Eventually, fight the Big Bad at the end and congratulate yourself on a job well done.

The game does have a few weak spots from the console iterations: it's short and you can't buy weapons and armor nearly as good as the stuff you find in dungeons.

Unique to this version is the lack of a potion to return your character to the nearest shop, so you have to hoof it back through dungeons (both ways) to sell your gear.

Still for dungeon crawling on the go, *BG:DA* is the best available for the GBA. —*Marc Camron*



Some of the bad guys are large and very well animated

**POCKET DATA**

PUBLISHER: Ubisoft
DEVELOPER: Magic Pockets
GENRE: Action/RPG
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: T

**POCKET SCORE**

**GRAPHICS**

Not great but certainly competent. A little bit dark at times.

**GAMEPLAY**

The controls are surprisingly tight and perfect for the style

**SOUND**

Pretty good tunes for a while, but it does wear a bit. No voice

**OVERALL**

It would be nice to see the developers expand on this and either make an original action/RPG for the GBA or bring over BG:DA II.

**7.0**
OUT OF TEN



Between hacking and slashing, hang out at the bar and get new missions



# CT SPECIAL FORCES

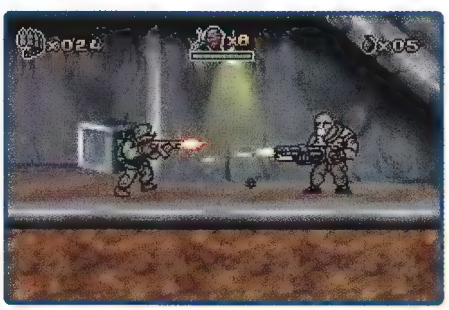
## Tiny gunplay done right

Remember when action games ruled? Those days are back and *CT Special Forces* is heading the charge. Sure, it's a blatant rip-off of *Metal Slug*, but so what—that's a good thing!

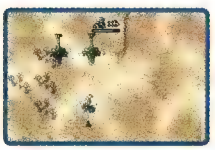
You control a commando operating in the deserts and jungles of third-world countries. Every level throws scads of enemies at you, which you need to handle using weapons like a pistol, shotgun, machinegun, flamethrower, and rocket launcher. Grenades, handcuffs, and grappling lines also regularly come into play.

It's tough to pin down what's best about *CTSF*'s 14 different levels—that they're so clever or that they're so huge. Each stage has ladders to climb, buildings to explore, and scenery to duck behind. Just when you think you're bored of the standard side-scrolling stages, the game puts you behind the scope of a sniper rifle or into the cockpit of a helicopter. The helicopter shoot-'em-up stages are better than most standalone shmups on the GBA.

The developers clearly adore SNK's *Metal Slug* series. Beyond that though, *CT Special Forces* also has the same Japanese style comic book look to it—enemies slump over when they die, your character waggles his arms when you stand on a narrow ledge, and check out how the infrared scope reflects off of enemy body armor. Just. Plain. Cool. —*Frank Provo*



Some enemies carry around hi-caliber guns or drive around in jeeps and tanks.



Every four levels or so, you take to the sky in an attack copter.

**POCKET DATA**

PUB.: HIP Games
DEVELOPER: LSP Games
GENRE: Action
PLAYERS: 1-2
RELEASE DATE: Out Now
ESRB RATING: T

**POCKET SCORE**

**GRAPHICS**

Watching soldiers collapse to their demise in cartoony ways never gets old.

**GAMEPLAY**

Good, solid gun-shooting action. Sorry, the two-player mode is just a time challenge.

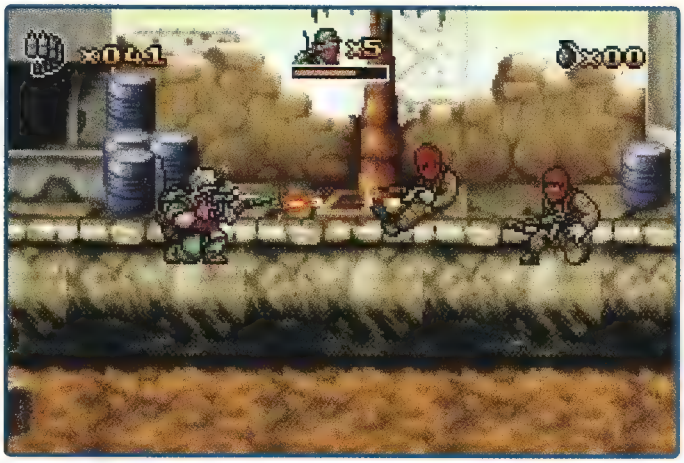
**SOUND**

The military music and voiced death effects get the job done.

**OVERALL**

Until SNK releases a real Metal Slug on the GBA, CT Special Forces will satisfy your action needs nicely.

**7.5**
OUT OF TEN



# CT SPECIAL FORCES 2 BACK IN THE TRENCHES

Once you're done with the first game, why not head back to the store and pick up the second one? There are 21 new levels, two extra vehicles to play with, and the graphics have been punched up with more enemies, more background animation, and livelier explosions.

The resemblances to *Metal Slug* are even more obvious this time around. Some of that is because the knife, shotgun, and grenade launcher weapons are used just as much now as the pistol, machinegun, flamethrower, and rocket launcher were used in the first game. But the real kicker is that the developers put tank combat into this one. In *CTSF2*, you can hop into tanks and use them just like the enemy does. There are two types of tanks to use. One is a run-of-the-mill tank with machineguns and a cannon, while the other fires rockets instead of explosive shells.

In general, *CTSF2* is more, more, more. The levels have more places to go—more ladders, more ramps, and more cubby holes—and there's a new roll move that lets you squeeze into hard to reach areas. The helicopter stages also offer a wider selection of power-up items.

*CT Special Forces 2: Back in the Trenches* is exactly what a sequel should be—the original done bigger and better.

*—Frank Provo*



A far cry from Halo's Warthog, but fun nonetheless.

**POCKET DATA**

PUBLISHER: Hip Games
DEVELOPER: LSP Games
GENRE: Action
PLAYERS: 1-2
RELEASE DATE: Out Now
ESRB RATING: T

**POCKET SCORE**

## GRAPHICS

**Looks identical to the first game, but with better animation and bigger explosions.**

## GAMEPLAY

**Raw gunplay isn't always interesting, so adding tanks was a great idea.**

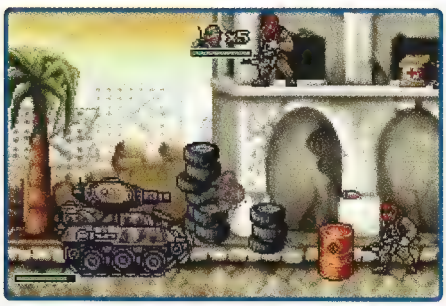
## SOUND

**Same basic soundtrack as the first game: military music and voice effects.**

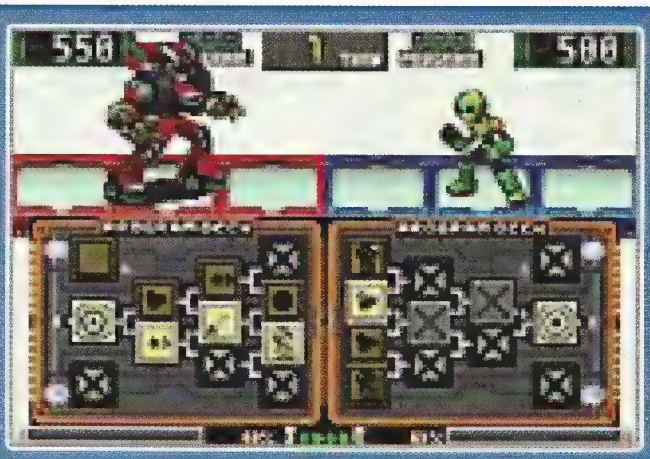
## OVERALL

**Rattatattatatta, jump, roll, ka-booom. If you like action games, especially on the go, you have to add this one to your collection.**

**8.0**
**OUT OF TEN**



**Jump into a tank and blast the enemy with bullets and shells.**



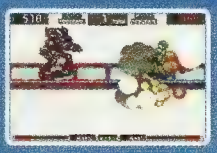
# MEGAMAN BATTLE CHIP CHALLENGE

Rating games like *Mega Man Battle Chip Challenge* is a real pain. The niche-iest of niche titles, *MMBCC* was designed to appeal to a very specific subset of gamers, and that tiny group will devour it like manna from heaven.

Luck is better left to the heavens than a video game, though, and most gamers will have a hard time enjoying *MMBCC*'s head-slappingly random action. Passively pressing the A button for 20 minutes at a time does not make for a compelling adventure, and even the satisfaction of assembling an incredible Program Deck is undermined by the fact that the best Deck is useless when the computer decides to pick the weakest possible set of skills over and over again.

It's hard to imagine *Battle Chip Challenge* appealing to anyone but the tiny, dedicated group of *MMBN* link battlers to whom it's a love letter. Unless you're one of them, or your idea of a good time is setting up dominoes so someone else can knock them down, you should avoid *MMBCC* like a plague-soaked rag. If you really need a *Mega Man* fix, there are plenty of games due in a few months starring some form of the little blue guy, all of which are guaranteed to contain exponentially more gameplay than this.

*—Jeremy Parish*



Sure, you'll get your fix of pressing the A button during battles.

**POCKET DATA**

PUBLISHER: Capcom
DEVELOPER: Capcom
GENRE: RPG/Strategy
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: E

**POCKET SCORE**

## GRAPHICS

**Decent-looking sprite-based background graphics help the overall looks here.**

## GAMEPLAY

**If you're looking for strategy-based gameplay, it's here.**

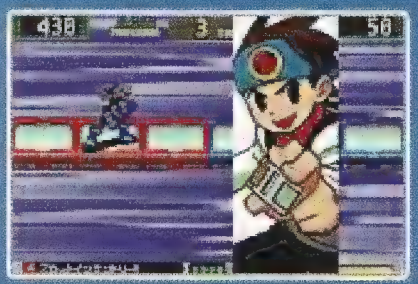
## SOUND

**What we've come to get used to from the battle Network games.**

## OVERALL

**If you're a fan of Mega Man Battle Network link games, add two points to this score. Otherwise, the score stands as is.**

**5.5**
**OUT OF TEN**






# HOME ON THE RANGE

First and foremost, the geniuses at Disney have decided that no one wants to see traditional (not computer rendered) animation anymore, and it would appear *Home* is going to be the last feature of its sort for the foreseeable future.

Second, because it's just not very good. The story, characters, animation, etc. are fairly weak and as you might guess make for fairly week videogame fodder.

Players switch between Jeb the goat who hops and bops along platform sequences and Buck the horse who fights bad guys *Streets of Rage*-style and runs through some pseudo-3D stages to move the story along.

The goal is to round up the three Willies, Rico and Alameda Slim, who it seems have all escaped after the end of the film.

Jeb collects wanted posters and Buck races to find the bad guys and fight his way through henchmen and ultimately boss fights in order to return them to jail.

The problem is that while the game is competent, it just isn't that exciting. The action gets repetitious quickly, hindered by the uninspired level design so even kids who really liked the film will probably be bored well before the end of the game.

Not the worst game ever based on a Disney cartoon, but certainly not among the best. —*Marc Camron*





Take one angry goat, add liberal platform jumping, stir—it's a game!

**POCKET DATA**

PUB.: Disney Interactive
DEVELOPER: Disney Interactive
GENRE: Platform/Action
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: E

**POCKET SCORE**

**GRAPHICS**

Great graphics are the games one strong point. Cut scenes are especially pretty.

**GAMEPLAY**

It controls well but some parts are a bit harder than necessary.

**SOUND**

Merely okay. The sound is unoffensive, much like the rest of the game.

**OVERALL**

Not the game you want for a car trip. The kids will be screaming for something more fun before the first bathroom break.

**5.5**
OUT OF TEN




# NEED FOR SPEED UNDERGROUND

There's so much packed into the tiny pocket-sized version of *Need for Speed Underground* that you'd hardly guess it was a scaled-down console port at all.

As a newbie driver trying to break into the illegal sport of street racing, you'll rise through the ranks of the underground circuit by challenging drivers to race-offs while defending your own position as well.

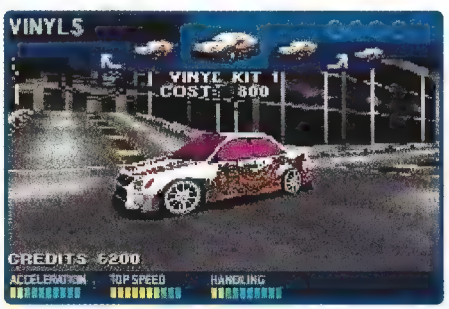
Your first vehicle is a factory-issue clunker, but it won't stay that way for long thanks to a bounty of unlockable vehicle upgrades and customized parts purchased with prize money.

Various city locales double as impromptu racetracks with occasional traffic. The races are smooth and the difficulty curve is challenging but manageable.

The only bump in the road is the graphics. Pushing the envelope graphically is one thing, but this game just seems to be trying too hard.

3D environments are so chock-full of detail that depth-perception is thrown off and it's often difficult to tell where the road ends and buildings begin. Little arrows flash to indicate what direction to turn, but they are inconsistent and sometimes missing altogether.

There's a lot to enjoy in *Need for Speed Underground*, but it means accepting certain frustrations. —*Erin Bell*




Drag, sprint and multiplayer modes offer diversions from the underground circuit.



Vehicle accessories include custom rims, decals, tinted windows and paint jobs.

**POCKET DATA**

PUBLISHER: Electronic Arts
DEVELOPER: Pocketeers
GENRE: Racing
PLAYERS: 1-4
RELEASE DATE: Out Now
ESRB RATING: E

**POCKET SCORE**

**GRAPHICS**

Problematic in the dense downtown areas where buildings and roads sometimes blur.

**GAMEPLAY**

There's a choice of automatic transmission or manual gear-shifting for the adventurous.

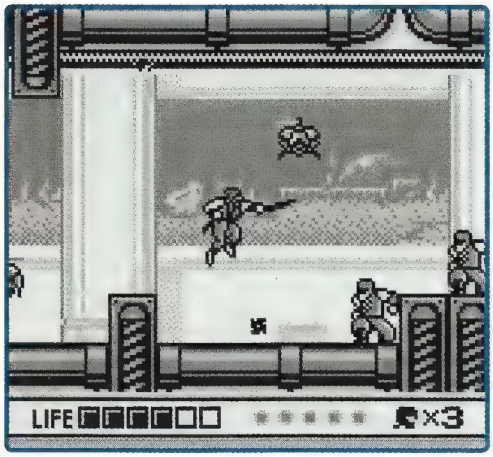
**SOUND**

Very impressive. Four songs, complete with vocals, play during races. Approaches MP3 quality.

**OVERALL**

Contains an impressive amount of depth, although graphical issues are severe enough to subtract from the overall experience.

**7.0**
OUT OF TEN




# NINJA GAIDEN SHADOW

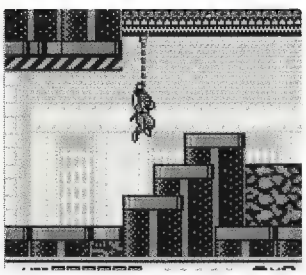
The debate rages as to whether or not *Ninja Gaiden Shadow* should be considered a true *Ninja Gaiden* sequel—mainly because it is, in fact, a Game Boy version of *Shadow of the Ninja* with NG's Ryu tacked on as the lead character.

Most likely, Tecmo bought an unfinished game from Natsume (the company behind *Shadow of the Ninja*) and—voilà!—transformed it into a portable *Ninja Gaiden*.

Fine, this isn't a 100% true sequel. Regardless, it has everything you'd hope to see in a portable *Ninja Gaiden*. Ryu runs, jumps, and attacks just like he does in the NES NG games. You know the drill—jump across the moving platforms, walk across the ceiling, slash the bad guys, and dodge any bullets that come your way. There are six levels, each broken up into two sub-stages and a boss fight.

And the graphics. Wow. Robots, ninjas, loads of bullets—more than 20 unique enemies—and all with just a touch of flicker and no slowdown. Look closely at the backgrounds and you'll see a few CPU-intensive scrolling and warping effects. How did they put so much depth into the levels using only four shades of gray? A true classic.

*—Frank Provo*



Since when do ninjas use grappling hooks?



Ryu finishes off each boss with a close-up cut scene.

**POCKET DATA**

PUBLISHER: Tecmo
DEVELOPER: Tecmo
GENRE: Action
PLAYERS: 1
RELEASE DATE: 1991 (original)
ESRB RATING: N/A

**POCKET SCORE**

## GRAPHICS

Hardly any flicker, even with multiple enemies or a large boss on-screen.

## GAMEPLAY

Run, jump, duck the shots, and stab the enemies. Pure action.

## SOUND

The music is full of rhythm, which makes up for the hissy FX.

## OVERALL

Only six levels, but the ride is oh so gooood. Games like this make us glad that the GBA is backward compatible.

**8.5**
**OUT OF TEN**



# PITFALL: THE LOST EXPEDITION

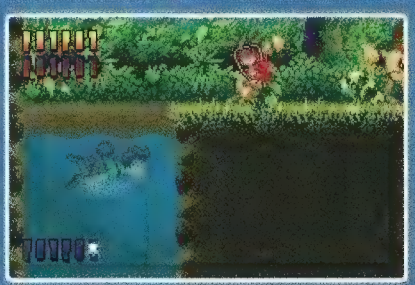
It would seem like an easy proposition: take a well loved classic character and put him in an updated adventure. It has worked with *Mario*, *Donkey Kong*, *Pac Man*, and the faceless agent of *Spy Hunter*. Why can't they make it work with Pitfall Harry?

I will say that the GBA version of Pitfall: The Lost Expedition works a bit better than its console brethren. This is due mostly to control scheme. The console version uses the right analog stick to control Harry's right arm as something of a possessed, independent character. Without the analog control, the GBA version controls more like a traditional platform game.

The game features two types of levels: side-scrolling and overhead view. The side-scrolling levels are fairly generic while the overhead levels are a bit more original but too simple. There are just too many blind jumps, especially when swinging from vine to vine, making progression occasionally frustrating.

Collect treasure, swing on vines, rescue your fellow explorers, rinse and repeat. What's wrong with that you might ask? Well, nothing really. If you want a generic platform game for the GBA Pitfall won't disappoint. But if you're looking for something original and exciting it would be better to keep looking for different jungle.

*—Marc Camron*



Harry can swim, but he can't hold his breath forever. Don't get lost!



The graphics are Pitfall's high point, especially Harry's animation.

**POCKET DATA**

PUBLISHER: Activision
DEVELOPER: Edge of Reality
GENRE: Action
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: E

**POCKET SCORE**

## GRAPHICS

Decent enough graphics, especially Harry's animation. The environments are a little plain though.

## GAMEPLAY

A mixed bag—some sections work well, others suffer from blind controls.

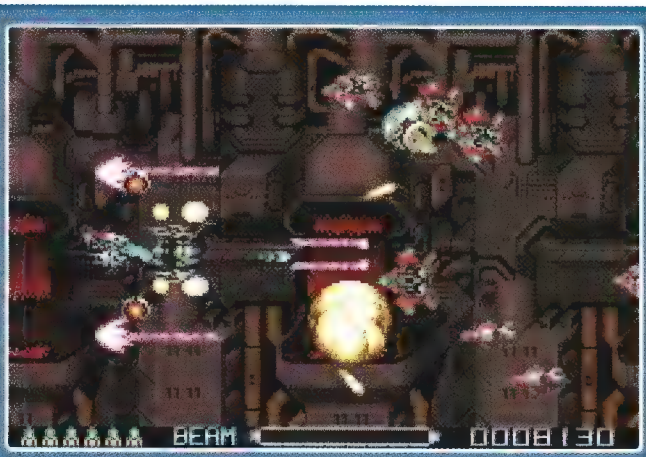
## SOUND

Surprisingly good for a GBA game. One of the game's better parts.

## OVERALL

Good for a generic game but disappointing for Pitfall. Harry deserves better. Come on Activision, give Harry the props he deserves!

**6.0**
**OUT OF TEN**




# R-TYPE III: THE THIRD LIGHTNING

Whether you remember *R-Type III* from the Super NES as one of the best shoot 'em ups of all time, or whether you're just looking to pick up a new space shooter for your GBA, just keep this one thought in mind: *R-Type III* on the GBA is garbage.

The only thing right about it is the graphics. All of the scaling and rotation effects from the original SNES game have been left in, and the backgrounds look doubly vibrant on the GBA's sharp screen. Some stages have fewer enemies, but that's not really a problem since *R-Type* has always been about surviving in the environment and defeating the boss at the end of the stage.

Unfortunately, the collision detection is totally broken. What sets the *R-Type* series apart from other shooters is that its levels are meant to be challenging even without any enemy ships around. Each stage has various tunnels, mazes and traps to get through. On the Super NES, you could ship through these tight spaces with no trouble. In the GBA version, your ship explodes anytime you just get near a wall. The same is true of enemy shots as well.

The cheap hits really kick in around stage 3, and make 4 and 5 downright unplayable. Spend your money elsewhere.

*Frank Provo*



Big, alien-like bosses are waiting at the end of every stage.

**POCKET DATA**

PUBLISHER: DSI Games
DEV.: Daylight Studios
GENRE: Shooter
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: E

**POCKET SCORE**

**GRAPHICS**

Large bosses, colorful background, and cool scaling effects. That's the good.

**GAMEPLAY**

The bad? Walls and bullets destroy your ship even when they miss.

**SOUND**

What happened to the great SNES soundtrack? This re-synthed stuff is ugly.

**OVERALL**

One of the worst port jobs in history. Just playable enough to make you wish that it weren't so broken.

**2.0**
**OUT OF TEN**




Move the gun-pod to the back of your ship to shoot behind you.




# RIVER CITY RANSOM EX

Back in the Nintendo Entertainment System's heyday, *River City Ransom* was a rarity. Now, it's just a superb handheld conversion. Again expertly blending role-playing elements into a clever spin on the standard beat 'em up, the product merits appropriately high marks in its latest rendition.

Alone or with a friend, players chase after abducted pal Cyndi, who's been kidnapped by gang lord Slick. Countless duels with hilariously named groups of hoodlums (e.g. the generic dudes or home boys) stand between you and a final confrontation with the scumbag. As heroes Alex and Ryan, you'll butt heads with these lowlifes in the parks, streets and alleyways of a fictional metropolis.

Using customizable combos or a bevy of weapons such as sticks, stones and tires, you'll pound enemies into submission. Ground attacks, throws and charging maneuvers all factor into the fray, with cash your reward for brutalizing opponents. Captured booty is then spent purchasing attribute-enhancing foodstuffs, pills or additional performance-boosting items.

Equipped with hilarious running commentary and a self-effacing sense of humor, the cartridge should entertain for quite some time. Frankly, 15 years after the game's initial release, it still feels fresh and new.

*—Scott Steinberg*




Unfortunately for their unwilling partners, acrobatics weren't Alex and Ryan's strong suit.



We're not exactly keen on having to hand him his rear end either.

**POCKET DATA**

PUBLISHER: Atlus
DEVELOPER: Atlus
GENRE: Action
PLAYERS: 1-2
RELEASE DATE: Out Now
ESRB RATING: RP

**POCKET SCORE**

**GRAPHICS**

Better than when seen in the 8-bit days, but average by today's standards.

**GAMEPLAY**

Extremely well-designed and stylish, this one makes Double Dragon look like dog doo.

**SOUND**

Nothing special, though the lively synthesized tunes offered do fit the game's context.

**OVERALL**

A tremendous port of one of the most unsung games of all time, and a must-have for any serious collector.

**8.5**
**OUT OF TEN**



# SABRE WULF

## a.k.a. Wulfie Kong Country

Part role-playing game, part platform jumper, part puzzler, and part collect-a-thon—Rare's *Sabre Wulf* blends numerous genres into a single game. The story involves Sabreman, an adventurer, and his nemesis, a wolf-like beast called Sabrewulf that has absconded the world's treasures down into his underground lairs.

These lairs (a.k.a. stages) aren't anything special, but the way you go about completing them is. Not only do you need to jump over and duck under the enemies in each lair, but you'll also have to pull items out of your backpack—trampolines, stairs, bombs, those sorts of things—in order to access hard to reach areas. Here's the funny part: these items aren't items at all, but are actually forest animals that happen to have practical uses. For instance, pick up a hippo-like beast called a Blubba and you can use his fat tummy like a trampoline. Hilarious.

Not so hilarious is the sheer number of items you'll need to grab just to complete the game. Between the basic items (amulet pieces, creatures, and treasures) and side-story items (orchids, fish, keys, miscellaneous things like ladders, boats), you'll collect literally 300 separate items if you intend to view the entire story. That's Rare's way, though, and people seem to like it.

*—Frank Provo*



Wander the overworld, talk to people, and find more treasure. Yeah!

**POCKET DATA**

PUBLISHER: THQ
DEVELOPER: Rare
GENRE: Action
PLAYERS: 1
RELEASE DATE: June, 2004
ESRB RATING: E

**POCKET SCORE**

### GRAPHICS

Donkey Kong Country style computer-generated sprites. Nothing new, but not bad either.

### GAMEPLAY

Run and jump, but with a twist. Animals act like ladders, trampolines, and bombs.

### SOUND

Jungle music and gibberish voice effects are typical of Rare.

### OVERALL

A platform-puzzle game gone mad. There's a freak-ton of collecting and backtracking. The wacky story and friendly controls make it worthwhile.

**7.0**
OUT OF TEN



Sabrewulf's tools are forest creatures that he keeps in his backpack.




# SERIOUS SAM ADVANCE

The *Serious Sam* series has been met with a lot of success on the PC and consoles, and now, it's trying its luck on the GBA.

The gameplay in *Serious Sam* has always been about frenzied shooting action over depth and substance. In this way, the Game Boy Advance version stays faithful. You mow down room after room of enemies while advancing toward the end of the level. Though admittedly, the amount of enemies is much lower in this portable *Sam*.

Sadly, the GBA hardware is what really holds back *Serious Sam*. It's difficult to pull off a first-person shooter on the Advance, especially one like *Serious Sam*. The great-looking enemies of the PC and console versions have been turned into a pixilated mess, and the levels are now a series of bland walls and corridors.

The controls in the game are very touchy. It's particularly hard to target enemies, since the slightest touch of the control pad jumps your crosshair from one side of the screen to the other. They did implement an auto targeting system, but it only works on enemies in very close range. More often than not, you'll find yourself backing away from fights just to get your crosshair on target with the enemy.

*Serious Sam* isn't a terrible game, but it's one that's better left to more advanced hardware than the Game Boy Advance.

*—Bob McTague*




**It's nearly impossible to tell what you're fighting, even if they're right next to you.**



**Blood gushes throughout Serious Sam. This is definitely an M-rated game.**

**POCKET DATA**

PUB.: Global Star Software
DEVELOPER: Climax
GENRE: FPS
PLAYERS: 1-4
RELEASE DATE: Out Now
ESRB RATING: M

**POCKET SCORE**

### GRAPHICS

**Other than the weapon models, this is a pixilated disaster.**

### GAMEPLAY

**The run-and-gun gameplay of the originals has been kept in tact.**

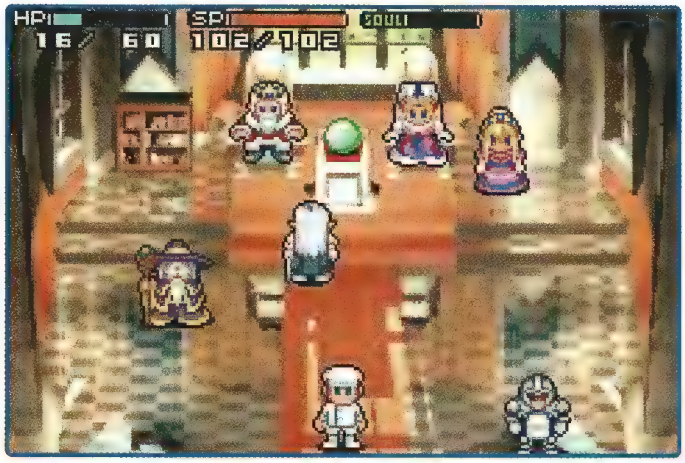
### SOUND

**The sound effects are competent, but the music is certainly forgettable.**

### OVERALL

**First-person shooters on the GBA just aren't the best idea. Case in point Serious Sam.**

**4.0**
OUT OF TEN




# SHINING SOUL II

## The darkness comes...again

It's refreshing to see a game that takes full advantage of the GBA's unique multiplayer capabilities. Of course, *Shining Soul II*'s single-person mode isn't too shabby either.

While the gameplay is straightforward and repetitive (defeat roomfuls of enemies to unlock the next area, clear the dungeon and move on), it's not as dull as it sounds thanks to plenty of side-quests, cool treasures, and NPCs to chat with.

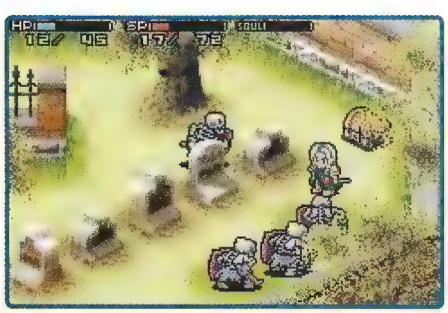
As for the plot, well it isn't the strong point of the *Shining* series. A "darkness" must be vanquished, a princess must be saved, granny's basement must be rid of slimes, and so on.

But if you can get past the disgrace of feeling like the king's errand-boy for most of the game, you will appreciate the solid fantasy hack-n'-slash with a twist: everything is done in real-time. There's no pause button, and monsters continue to attack even when you're in the menus.

Doing everything on the fly might seem like a pain, but it's made much easier by the ingenious button layout that allows you to store three items and weapons into quick-load slots and access them with the L and R buttons.

Even those who haven't played the original will be able to jump right into *SSII*. Add this one to an already stellar line-up of RPGs for the GBA.

*—Erin Bell*




Four-on-one doesn't seem fair. Get used to it in single-player mode!



Levelling up a certain skill gives access to more powerful equipment and spells.

**POCKET DATA**

PUBLISHER: Atlus Software
DEVELOPER: SEGA
GENRE: Adventure RPG
PLAYERS: 1-4
RELEASE DATE: Out Now
ESRB RATING: E

**POCKET SCORE**

### GRAPHICS

Generally crisp, bright and colorful, though a few of the dungeons get repetitive.

### GAMEPLAY

Dialogues can be slow, but the hectic on-the-fly fighting more than compensates.

### SOUND

A catchy orchestral soundtrack makes up for the slightly grating sound effects.

### OVERALL

With eight character classes the possibilities for multiplayer and replay are endless.

**8.0**
OUT OF TEN




# SHREK 2

## Living the Fractured Fairy Tale

Face it... videogames inspired by movies generally stink. Therefore it's a pleasant surprise that *Shrek 2* in actuality proves a promising addition to the Game Boy Advance's software library. Albeit a routine platform adventure, the title sports significant polish and more than its fair share of charming moments.

Four playable characters, plus a surprise fifth cast member, quickly steal the show. Commanding either a single individual or group of heroes who can be swapped out at whim, you'll tackle five storybook scenarios divided into five levels each. A sizable quest, the adventure borrows heavily from classics like *The Lost Vikings*, demanding individuals work in tandem to solve puzzles and accomplish goals. While certain stages showcase a single protagonist hopping or butt-bouncing along in classic fashion, it's the cooperative play segments which come off as most entertaining.

Comfortable controls and a refined presentation see featured switch-flipping, mushroom-hopping, pumpkin and peasant-bopping antics delight despite the fact they're hardly original. In short, *Shrek 2*'s no fairly tale princess, but then it's hardly the ogre one would expect.

*—Scott Steinberg*




Go ahead... call him a pussy, and see where he sticks that sword.



Picking up objects is Shrek's personal power.

**POCKET DATA**

PUBLISHER: Activision
DEV.: Vicarious Visions
GENRE: Action/Arcade
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: T

**POCKET SCORE**

### GRAPHICS

Both characters and objects are large and colorful, as are the backgrounds.

### GAMEPLAY

Enjoyable, but not revolutionary. The multiple characters adds replay value.

### SOUND

Rather good, actually. A perky soundtrack is bolstered with the odd sound byte.

### OVERALL

An entertaining, inoffensive platform romp with a few clever twists which nicely complements the film franchise it's based on.

**7.5**
OUT OF TEN



# SIMCITY 2000

## Build me up, buttercup

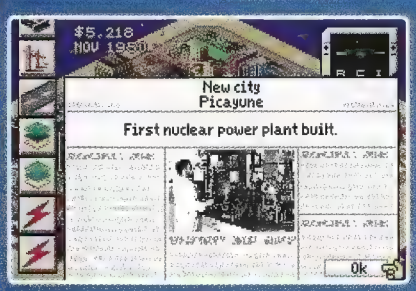
You can't construct sewers or subways in *SimCity 2000* GBA but everything else from the PC game is in this pocket port.

After you pick a map and select a startup year, the game gives you $10,000 to seed a city with. Part of this cash will go toward setting up various residential and commercial zones. Most of it will be spent on power plants, power lines, roads, and other landmarks—such as parks, police stations, and schools—which you'll need in order to lure residents to your city.

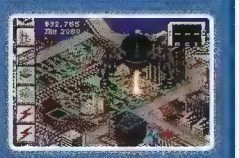
The main objective is to build the largest city you can, which means you have to keep residents happy and deal with whatever Mother Nature throws at you. Is the city running out of power? Time to raise taxes so you can build a nuclear power plant. Look out, a UFO just set fire to three city blocks! Send the fire department over there and bulldoze the rubble. If you can handle these problems, you'll get some awesome upgrades—like sports venues and fusion power plants—which will bring even more people into the city.

So what's not to like? It takes four button presses to select something from a menu. That bites. Also, the graphics are ridiculously tiny, even close up. Oh well, at least it's playable.

*—Frank Provo*




You'll get nuke plants in the 1970s and fusion reactors in 2010.



Oh no—A UFO just obliterated three city blocks!

**POCKET DATA**

PUBLISHER: DSI Games
DEVELOPER: Full Fat
GENRE: Puzzle
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: E

**POCKET SCORE**

### GRAPHICS

Zoom in for intricate graphics. Zoom out to get anything done. Can't win.

### GAMEPLAY

There's so much to build and manage, once you get over the lame menus.

### SOUND

Pure pain. A single background track and the sound effects are ear-shredding.

### OVERALL

The PC and Mac versions are still preferred, but this is just fine for SimCity on the go.

**6.5**
**OUT OF TEN**




# STARSKY & HUTCH

## Maybe watch TV instead...

*Starsky & Hutch* GBA is a mission-oriented driving game based on the old TV show. Sorry folks—the likenesses of Owen Wilson and Ben Stiller aren't here. That's fine, actually, since the show itself really wasn't about Starsky, Hutch, or Huggy Bear, but the red and white Ford Gran Torino that the two undercover cops drove.

In a nutshell, this game is *Grand Theft Auto* without the running around. There's a single gigantic city to navigate (with a map, thankfully). In each of the game's 24 episodes, you have to figure out how to get from point A to B as fast as possible. We say "episodes" here because each mission is based on a TV episode.

If Starsky & Hutch had to chase down a getaway car in one episode, you'll have to do it here. If they had to escort an informant and use the Torino like a shield against an armored van, you'll have to do it here. You get the idea.

The game captures the spirit of the TV show to some extent—it's especially worth mentioning that you can shoot at other cars while driving—but it suffers from the same generic-ness that often plagues GBA driving games. The bad guys always drive the same cars, the streets all look the same, and every mission plays pretty much like the last one.

*—Frank Provo*



Looks like Starsky & Hutch are in trouble with the chief.



Huggy Bear! Unlike the actual missions, the cinemas never go stale.

**POCKET DATA**

PUBLISHER: BAM!
DEVELOPER: Spellbound
GENRE: Driving
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: E

**POCKET SCORE**

### GRAPHICS

Smooth graphics, but every car and building is the same.

### GAMEPLAY

Fast driving, sudden turns, and numerous chances to ram into other cars.

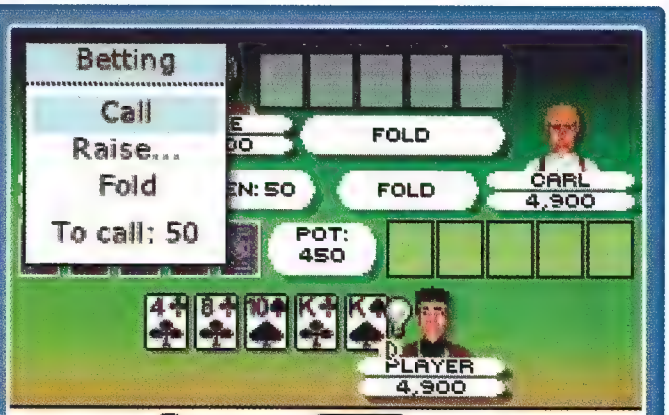
### SOUND

Bonus points for the bow-bow, chikka-bow-bow music.

### OVERALL

Even with 24 missions and six other play modes, this is strictly a two-day play through at best.

**5.0**
**OUT OF TEN**




# ULTIMATE CARD GAMES

If you need to know about *Ultimate Card Games* is that it crams 13 different card games (and many variations) into a single cartridge. Here's the rundown: Hearts, Spades, Bridge, Euchre, Cribbage, Canasta, Gin Rummy, Go Fish, Crazy Eights, Poker, Blackjack, 15 variations of Solitaire, and 5 variations of Video Poker.

Don't know how to play some of these games? Don't worry. Demo videos, instructions, and rules sheets are included right on the cartridge.

Obviously, the graphics are sparse, but the devs deserve an A for effort. The cards are easy to see on the various photographic backgrounds—even on an old non-SP GBA.

What's even more surprising is that the cartridge comes with a battery backup and a good selection of multiplayer options. Every game has its own list of scores and won/loss records. Up to four players can play by passing around a single GBA or linking up multiple systems using just a single cartridge. There's also a feature that lets you download any individual card game onto another GBA for independent play.

Short on style, but long on value. That's *Ultimate Card Games*.

*—Frank Provo*



The nature photographs in the background are optional.

**POCKET DATA**

PUBLISHER: Telegames
DEVELOPER: Cosmigo
GENRE: Puzzle
PLAYERS: 1-4
RELEASE DATE: Out Now
ESRB RATING: E

**POCKET SCORE**

**GRAPHICS**

Visualize yourself playing cards on top of a picturesque travel calendar.

**GAMEPLAY**

All of the games play like they should. Love the multi-cart modes.

**SOUND**

It's like they lifted some classical, jazz, and rock rhythms from the weather channel.

**OVERALL**

UCG is easily the best traditional card game compilation on the GBA. And not just because it's the only one.

**8.0**
OUT OF TEN




You can play Free Cell and Solitaire on the go too.



# VAN HELSING

## RIP: Rest in Pieces

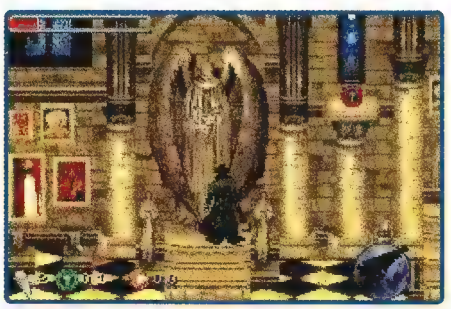
The stakes are raised considerably high in Vivendi's new cinematic conversion. Then again, so too are the eponymous hero's crossbow, twin pistols and handled buzzsaws. Though less action-packed that the movie which inspired it, *Van Helsing* delivers a mildly entertaining blend of exploration and combat that almost justifies the price of admission.

Sent deep into Eastern Europe, your task is a straightforward one: exterminate anything that goes bump (or snarl) in the night. Strolling around environments like Vaseria Village, Castle Frankenstein and Notre Dame cathedral, you'll do just that.

Enjoyable in bite-sized sessions, play grows repetitious over a long-term period. Blame static environments, bland dialogue conveyed through still-screen cutscenes and frequent encounters with the same monster for these shortcomings. A jumbled difficulty level—defeating bosses like the wolfman is easy, but eliminating mundane foes can be much more difficult—also presents problems.

Regardless, the title does offer some bang for the buck. Features including collectible glyphs, a grappling hook, and numerous weapons make it worth a glance. Consider yourself warned, though: like the movie, it's based saved for a rental.

*—Scott Steinberg*



Pray for forgiveness. Then step outside the chapel and slaughter anything that moves.



Sorry ladies, but our hero just isn't big on public displays of affection.

**POCKET DATA**

PUBLISHER: Vivendi-Universal
DEVELOPER: Saffire
GENRE: Action/Arcade
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: T

**POCKET SCORE**

**GRAPHICS**

Overall, a solid effort bearing in mind the platform's inherent limitations.

**GAMEPLAY**

Ho-hum. Gunning down ghoulies can only entertain for so long in one sitting.

**SOUND**

Nondescript, though some throaty growls do break up the musical monotony on occasion.

**OVERALL**

Mildly intriguing, this action-adventure—based on the motion picture of the same name—offers thrills and chills in limited amounts.

**7.0**
OUT OF TEN




# WADE HIXTON'S COUNTER PUNCH

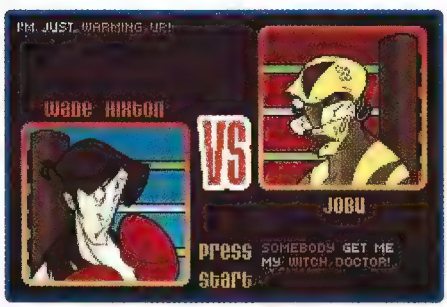
It's not *Punch-Out!!* and Nintendo isn't the publisher, but *Wade Hixton's Counter Punch* is definitely the spiritual successor to Nintendo's old boxing series.

The title refers to the main character; a redneck who finds himself stuck in the town of Big Piney after his pickup truck breaks down. Wade can't afford repairs, so he ends up fighting the town's boxing pros to earn the money he needs.

In town, you can visit different areas—bar, repair shop, stadium, jungle park, health club, dance club, back alley, etc—to speak to people, buy new special attacks, and to step into the ring against other fighters. Wade's pager also pipes up once in a while with "money" challenges issued by previous opponents.

Like *Punch-Out!!*, *Counter Punch* relies on the assumption that you can tell your left from your right. Opponents lean one way just before they attack, which gives you enough time to dodge the opposite way or put up a block. The buttons on the GBA's left side control Wade's left arm and the buttons on the right side control his right arm. This setup is ridiculously easy, but it allows you to fire off dozens of different combos.

Everything that made *Punch-Out!!* sweet back in the day is what makes *Counter Punch* so tasty now. —*Frank Provo*




Between rounds, fighter close-ups and dialogue tell you how Wade is doing.



Mash buttons to get up or to regain stamina when an opponent is down.

**POCKET DATA**

PUBLISHER: DSI Games
DEVELOPER: Inferno
GENRE: Boxing
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: T

**POCKET SCORE**

## GRAPHICS

**Does Cartoon Network sponsor boxing?**

## GAMEPLAY

**Punch-Out!! pioneered the dodge-punch-punch formula, and it's wonderful here.**

## SOUND

**The punches and groans are just eh, but the ref's count-outs are hilarious.**

## OVERALL

**Counter Punch has just the right balance of easy controls, tough opponents, and hilarious visuals. It's also bargain-priced, which is a plus.**

**8.5**
**OUT OF TEN**



# YU YU HAKUSHO: SPIRIT DETECTIVE

Even those with a fanatical devotion to the Yu Yu Hakusho anime series on which this game is based will have a hard time making it past the first few levels.

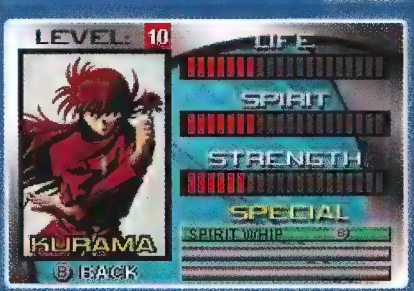
The plot more or less follows that of the anime starring Yusuke Urameshi, the bratty teenager who becomes a demon-battling Spirit Detective after saving a boy from being hit by a car.

Unfortunately, the gameplay is almost non-existent. The game's first half is nearly unbearable, as characters are sent on a series of fetch quests to meet person x at location y or collect randomly scattered items, all while trying to fend off wave after wave of random thugs using a lame kick-and-punch combo executed by mashing the A button as fast as possible.

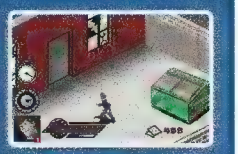
To be fair, things do start to improve once Kurama, Kuwabara and Hiei become playable characters. You can switch between them at any time (except for deliberate restrictions like certain boss battles), and they also gain special abilities such as ranged weapons that help to offset the poor hit-detection.

However it's too little too late to make up for such a poor start. At over 20 levels, *Yu Yu Hakusho* seems like it has at least eighteen too many.

—*Erin Bell*




All characters can gain stat bonuses by killing enemies and levelling up.



Finishing a level will often bring a "reward" of an anime-style graphic.

**POCKET DATA**

PUBLISHER: Atari
DEV: Sensory Sweep
GENRE: Action Adventure
PLAYERS: 1
RELEASE DATE: Out Now
ESRB RATING: T

**POCKET SCORE**

## GRAPHICS

**With the repetitive and bland backgrounds, it's very easy to get lost.**

## GAMEPLAY

**Walk up to an enemy, hit A until they go down. Repeat.**

## SOUND

**The handful of jarring ditties soon starts to get on the nerves.**

## OVERALL

**Despite a wealth of material to draw from, it's a poorly-executed game that lets down anime fans and gamers alike.**

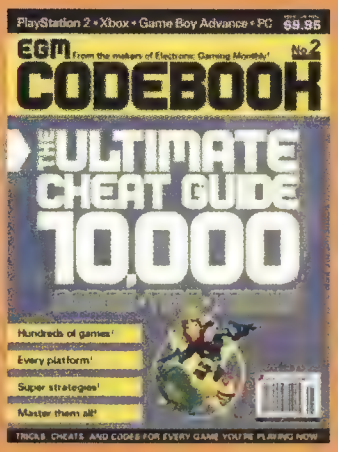
**3.5**
**OUT OF TEN**

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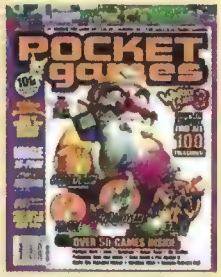
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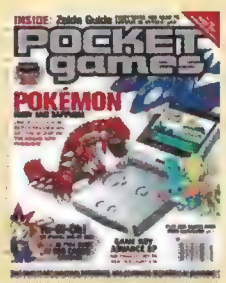

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# METROID ZERO MISSION



By Ed McGlothlin

**M*etroid Zero Mission* may be a remake of the original NES classic, but the changes go far beyond graphics. The control, enemies and levels have all been improved and expanded on—you'll be fighting foes and using weapons that actually appeared later in the series, but have been smoothly mixed in here.**

The game even includes a surprising new gameplay segment that will drop the jaw of any *Metroid* fan. We guide you through that segment while keeping the major twist a secret, but we do have all the details on how to collect every single missile, super missile, power bomb and energy tank this expansive game has to offer.

## 01 MORPH BALL

*Metroid* lacks distinct levels, so we'll guide you through as you collect the abilities that allow Samus to explore further into the game. Pick medium as your difficulty for a better challenge and better reward for beating the game, then head left from the start point **to get the Morph Ball.**

02 Use Samus' signature power to roll into ball form to head right, watching for dive bombing enemies. **Jump into the hand of the Chozo Statue in ball form** to reveal a new path and map marker. Use the save room after the statue and head up toward the marker.

## 03 LONG BEAM

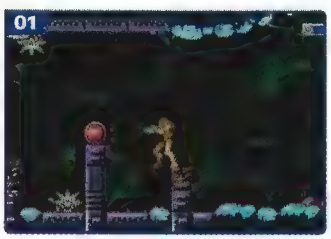
The first blue door on your right requires the Long Beam, so head through the first blue door on your left. Shoot the small rocks and roll through the passage, **collecting the Long Beam in the next room.** Your shots now fire all the way across the screen.

04 **Take the upper path heading back right,** up the narrow shaft. Take a detour left for some strangely familiar statues that are inactive for now. Then head right until you see a grey door, which can only be opened by defeating an enemy. That very enemy will drop from the ceiling, dispatch him and use the Chozo Statue for another marker.

## 05 CHARGE BEAM

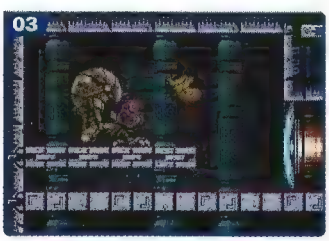
It leads you back to the door you skipped earlier. Through one room is another shaft and a red door directly across from you. It requires missiles to open, so head downward and through the first blue door to save and the second **to collect your first Missile Tank.** Going further right requires bombs, so return left to face your first mini-boss.

06 A large worm bursts through the ground and attacks. After watching you for a few seconds, it will blink and dart toward you. Morph into a ball and roll away, then quickly **get back underneath the eye and aim a missile into it.** Be quick,












as the eye only remains open briefly after the attack. Scoring three hits earns a victory and the Charge Beam, but **if you miss any of your three chances, the worm escapes,** and the Charge Beam will have to wait.

### 07 BOMBS

Open the red door and run until you reach a two-story room. Go through a false wall in the upper left and kill the hive with missiles for an extra Missile Tank, then head right to kill two more hives. Two rooms later, when you see a large wall you can shoot through, **be sure to kneel and shoot the base for another Missile Tank.** Just past this is your first extra Energy Tank.

**08** You'll reach another long shaft on the east edge of the level, head up and left through the door. Kill the enemies crawling along the platform, then go up and left again for the Chozo Statue holding the Bomb. **Bomb your way left underneath the statue,** blowing up the grey blocks and then bombing yourself up through the gaps you create ("bomb jumping") to reach the Missile Tank.

### 09 UNKNOWN ITEM #1

At the bottom of the eastern shaft is a red door on the left that holds the Brinstar map data. With that collected, return to where you found the first Missile Tank, pausing to **bomb a stack of three grey blocks for another Chozo Statue.** Now head right of where the Missile Tank was located and bomb the path open, making your way right to the elevator to Norfair.

**10** Save below the elevator and head left until the path ends at a shaft with another elevator, pausing to **bomb jump your way up to a Missile Tank.** You'll see a small gap across from you when you enter the shaft—if you are a decent bomb jumper, jump up into it, then roll left and down, heading through the door below to another Missile Tank. Bomb jump your way back up the ledges and take the elevator into Crateria.

**11** Head right from the elevator, then to the upper left of the watery room, bombing the wall in your way. The strange blocks can't be moved yet, so roll past them and **collect the first Unknown Item from the Chozo Statue.** You can't use its true ability now, but you can shoot the mysterious blocks, including the one blocking access to a Missile Tank.

### 12 POWER GRIP

Bomb the strange block one room left of the Chozo Statue and jump up the platforms on the left. Inside the Chozo beak door is a large room—after you drop through the false platforms, **bomb the left wall to access the room with the Power Grip.** Return to the large room and use your grip to ascend the new platforms, then exit left and continue past the next set of platforms.

### 13 ICE BEAM

**Drop down in the next room to find a certain spaceship** that can recharge you and save your game. After the homecoming, head right and destroy the strange block on your way back down to Norfair. Collect the Missile Tank at the bottom of the elevator shaft if you didn't before, then head back to the elevator from Brinstar and further right, using your power grip in the area past the save room.

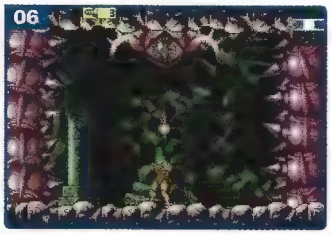
**14** Head up when you reach the blue-green shaft, taking the first blue door on your left. Carefully grip the small blocks as you cross the room, getting the Ice Beam from the Chozo Statue next door. The door turns green behind you, and since you don't have Super Missiles, **bomb your way under the statue, freeze the enemy and jump to the door.**

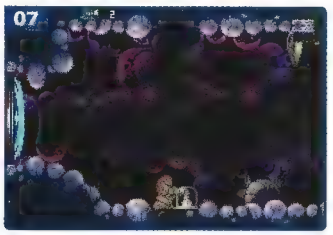
### 15 SPEED BOOSTER

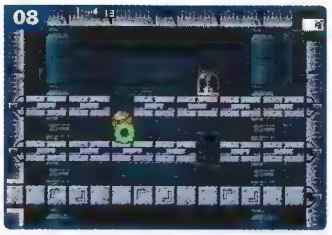
Continue left to find a save room and another green shaft, freezing the enemies in the shaft to move upward and right. You'll pick up another map marker and refill from a Chozo Statue, which directs you to Kraid. Before you leave the room, **shoot the wall above the last high-flying enemy to reveal a Missile Tank.**

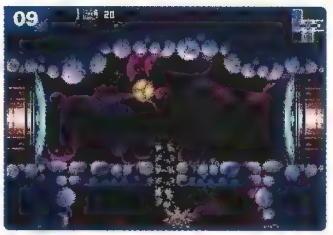
**16** In the next room, you can drop into the shaft and back to Brinstar, or if you're daring, take a shortcut leading to Ridley. You will fight him without any more upgrades and must navigate with skillful bomb jumping. The last three blocks on the right will drop you, so take the shortcut by **freezing the flying enemy next to the right wall, hitting**



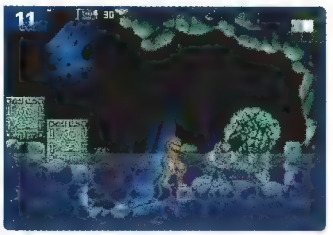



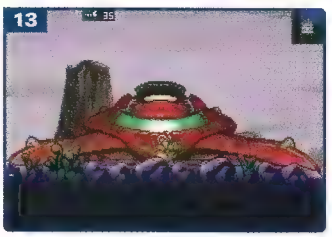






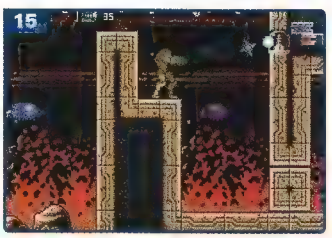


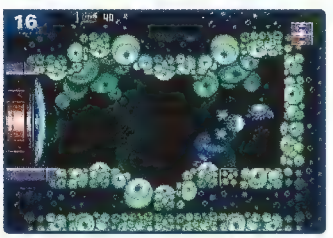


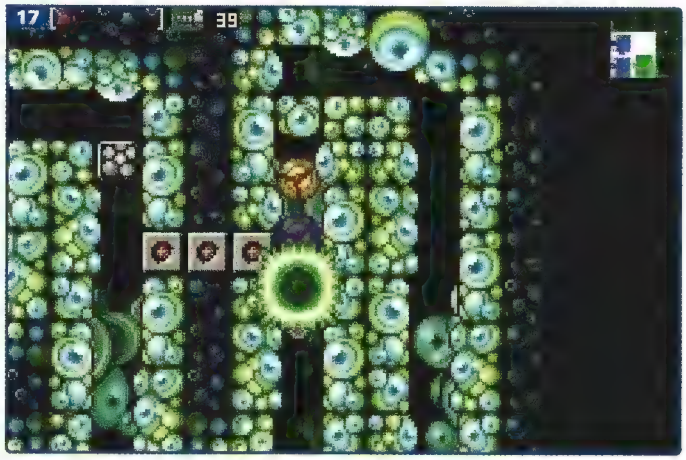


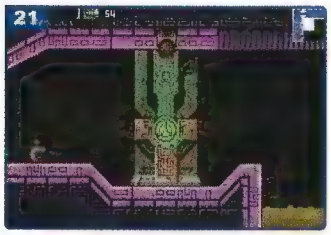






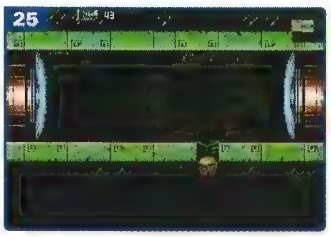


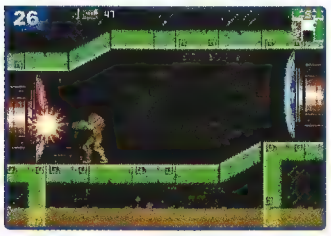






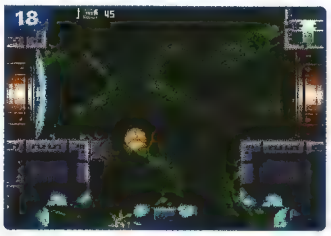




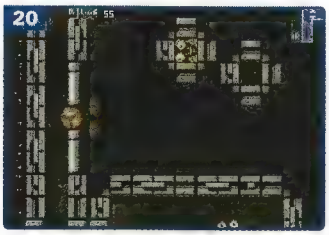


**the upper right block of the wall with a missile, jumping on the enemy, then bomb jumping through.** Don't jump on the enemy until you clear the missile block.

**17 If you take the shortcut,** you'll face two large bomb jumps. Bomb as you fall to reveal the first block, then bomb jump back to it. If you can't perfect the timing, try hitting the bomb button as fast as possible. In the second hole, bomb jump until you blow up the block at the top of the second opening, then wall jump through the gap







before it closes. Skip down to the Super Missile section of the walkthrough to continue.

## 18 TURNING ON THE POWER

**If you proceed as normal,** head to the lower left portion of Brinstar, where the game started. Bomb jump to the Energy Tank hidden in the ceiling two rooms right of the start, then **bomb your way through the series of blocks** in the next room. Work your way down to the elevator leading to Kraid.

**19** Your first task in Kraid is to turn on the power, so head through the first red door on the right. Collect the Missile Tank, then **bomb the ground next to the glass pipe in the next room.** Roll down into the launcher, laying a bomb to send Samus flying upward though enemies and blocks, and holding left to land on the ledge above. Drop down one level and collect the Missile Tank to the left, then launch again and climb to the very top of the chamber.

**20** Head left through the room with spawning enemies, then shoot the three large blocks to access a narrow drop. Drop in ball form and **look for the light blue block as you fall.** Bomb it, then launch up and roll through the new gap while falling. Kill the enemies and open the red door to find the power terminal.

**21 Sit in the terminal in ball form to activate it,** then shoot the red orb above it to call the zip line. Ride right to get an Energy Tank, then turn around and **retrace your steps around the top of the level to avoid a mini-boss that offers zero reward.** To fight, head right past the Energy Tank, through the save room, dropping and heading left for another worm battle.

**22 The worm clenches its jaws before striking,** so take the cue and ride the zip line to dodge. Drop quickly and pump missiles into the worm, then repeat the process. The worm will make the acid rise occasionally and speed up his attacks, but nothing too lethal.

## 23 FINDING KRAID

Whether you fought the worm or not, **head back to the elevator into Kraid.** Bomb jump through the left wall of the save room to find a Missile Tank, then head through the blue door below the save room and left. Take the powered zip line left, **shooting the blocks in your way before they knock you off, then bomb through the floor above the fake acid** in the next room and fall further.

## 24 UNKNOWN ITEM #2

Head two rooms right after the long fall, then **bomb a broken floor tile.** You land near a new color of strange block, so bomb again and fall into the room below. Save to the left if you want, then shoot the block above the platform right of the pipes. Bomb the upper right corner to roll into the next room, where Unknown Item #2 waits.

**25** Shoot the block in the center of the previous room and roll through the gap toward the blue door. Through the door is a long hallway of enemies; keep your Ice Beam constantly firing. Pass through the next save room and **bomb the floor in the next room to the right,** dropping between a pair of strange blocks into a room full of red crabs.

## 26 THE BATTLE WITH KRAID

Watch for the crabs' eyes when you kill them, **clearing out the strange blocks to open a path left.** Hit the eye door with a missile when it opens to reveal

a red door. Open this to begin the fight with Kraid.

**27** To damage Kraid, **hit his third eye with a missile, then hit his open mouth with up to three more.** Shoot his projectiles to get missiles if you run low. He'll start destroying your platforms, so jump on his claws when he fires them and stay on the offensive. Exit to the lower left to claim your Speed Booster.

## 28 HI-JUMP

Speed boost from the left of the Chozo room, blasting open the blue door. To save time, kneel while boosting before hitting the wall in the final room. Stand underneath the breakable blocks, then press A and hold up to **boost upward through them and skip the climb.** Or just take the platforms.

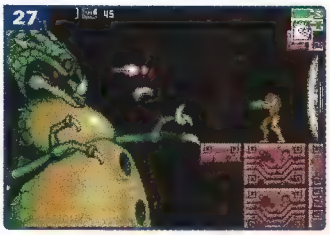
**29** Head left at the top of the shaft and take the zip line, using missiles to fend off the horde of pursuing enemies. Head back to Brinstar, going right through the wall that crumbles by the elevator. The Chozo Statue inside **reveals the location of the Hi-Jump,** so take the elevator to Norfair.

**30** Build a speed boost by running from the left of the elevator room into the large lava room. **Kneel to charge it immediately, then press A and right to blast off.** You will hit a slope and start running again, so blast another door open and run through to open the path downward.

**31** Drop to the door and head left, freezing the enemies before taking them out with missiles. **Collect the Hi-Jump in the next room,** which allows jumping in ball form. You can roll under the statue and left—the area is too hot, but remember its location. Head back to the green shaft and jump to the now-accessible narrow gap, collect the Missile Tank, and head left for another Chozo Statue.

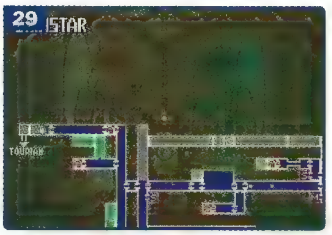
## 32 VARIA SUIT

The Varia Suit is back in Brinstar, so exit the top of the Chozo room and use the launcher to send Samus upward. Once in Brinstar, head up the shaft closest to the elevator and right through the blue door at the top. Bomb and roll your way right through the pipes, **bomb a hole near the roof above the organic barrier, then blast a hole in the roof in the next room.**



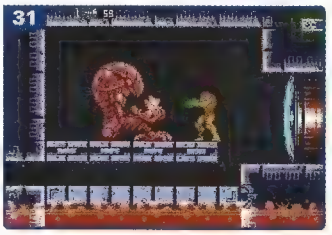


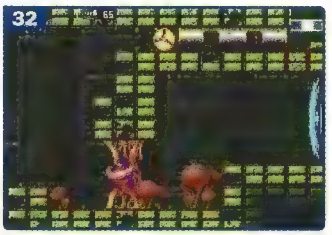











**33** Jump up to the left, then watch the bugs eat through the barriers in the next room. **The bricks in the following room will hold for a second before disappearing,** use that time to grab the next ledge and keep rolling left. Bomb the final path left before the brick you are standing on vanishes, then collect the Varia Suit.

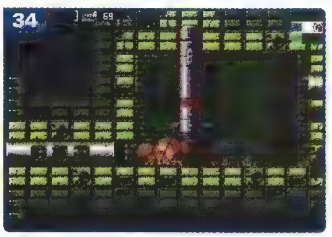
## 34 WAVE BEAM

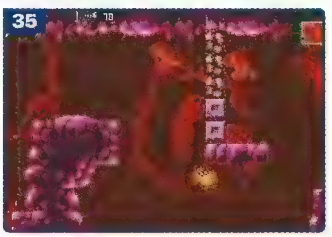
Return to the main hallway you detoured from, heading right. Use your Varia Suit to bomb open three cracked blocks in the acid, then climb up again and gather bugs from the next area to the right. **Don't kill them, carry them to the barrier in the lava** and watch it vanish. Sit in the Chozo Statue for a marker at the location of the Wave Beam.

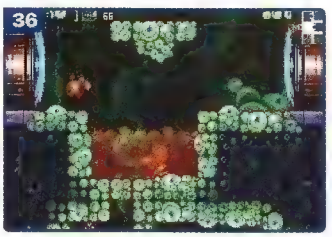
**35** Return to Norfair, to the Chozo Statue that gave you the Hi-Jump, and roll underneath it into the area that was previously too hot. Bomb through the narrow path, then blast and bomb away the blocks in your path. With the slope cleared, **build a speed boost and jump through the wall of grey blocks.**

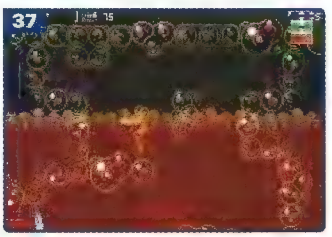
**36** Rapid fire missiles at the large enemy in the next room, then head down and left into the map room for Norfair. **To the right of the map room is a pool of fake lava,** dive in and go right at the bottom. Move through the next room, then shoot and bomb the floor to drop into a large, heated room with a pair of Missile Tanks, one in the wall.





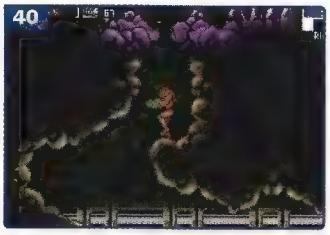


**37** Head back to the last piece of floor you blasted and continue right. **The room left of the save room has more fake lava,** head into it and through the left door. Clear out another large creature after bombing the wall open, then collect the Wave Beam in the next room. Now you have wider shots that can travel through walls.

## 38 SUPER MISSILES

Continue right from the save room, using the Wave Beam to clear blocks and speed boost through. Shoot the first shelled

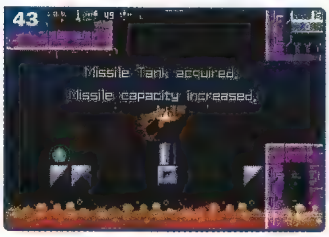






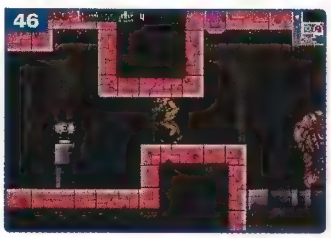


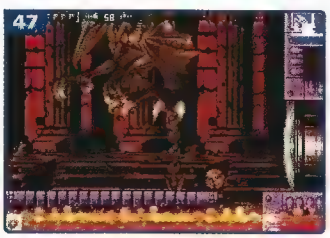



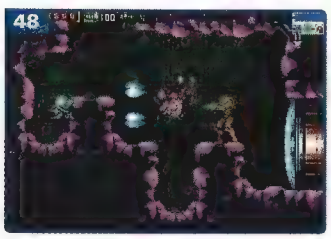







creature from below, then back up the second one with blaster fire before **laying bombs in its path before it charges.** Be sure not to miss the Energy Tank hidden in the ceiling.

**39** Speed boost out of the room to break through the floor to the right and drop down again. Head back left, clearing out enemies and vines to reach a mini-boss. **Freeze the flying enemy near one of the walls, then use it as a platform** to launch missiles at the vines holding the larvae to the ceiling. Once you clear out both sets of vines, the larvae falls, opening a path.

**40** If you head left after taking the elevator, through the save room, your path will be blocked, but you can see the empty shell of the larvae has fallen further. **Take the elevator back up to where the larvae fell,** dropping down the new hole and heading left to fight what was inside.

**41** A large fly with an even larger stinger has hatched—stay in ball form when he tries to fly down and sting you, then follow him across the level. When chasing him left to right, **you have the perfect angle to pump missiles into his stinger.** A few runs will finish him and open the first Super Missile Tank. Vastly more powerful than normal missiles, these are your first choice against bosses.

## 42 FINDING RIDLEY

Exit to the right and open the green door to the left of the save room. **When you see the Energy Tank, don't rush toward it!** Note where the enemies enter and exit the floor—there's a pit, so jump over it and grip the other side to collect the tank. Continue left and drop down the shaft, collecting a Missile Tank and taking the red door at the bottom for the Ridley map data.

**43** In the long purple room, **shoot the wall near the ceiling** to find a safe corridor where you can build a speed boost. Kneel right before the wall to charge your boost, shoot your way back to the main part of the room, then blast off right. You'll collect a Missile Tank and make short work of a very long stretch of enemies.

**44** Head up the shaft past the save room and take the second blue door to your left. Fight through the enemies and avoid the pits. Bomb the floor beneath the enemies guarding the Missile Tank in the next room, collect it, and continue left. **Freeze the enemies tracing the center pole for platforms to reach the left door,** earning a Missile Tank here and Super Missile Tank two rooms left.

**45** After you collect the Super Missile Tank, head back to where you froze the enemies and drop. Kill the eye door to the left with a super missile after jumping its attack, and **don't worry about refilling with the enemies spawning here.** Ridley isn't quite home yet.

## 46 UNKNOWN ITEM #3 /THE BATTLE WITH RIDLEY

Head left through the empty chamber for Unknown Item #3, **then further left through a false wall for an Energy Tank.** Refill with the Chozo Statue, then return to Ridley's chamber for the boss battle.

**47** Don't stand on the area between the supports at the door, as part of it drops when the fight starts. Counter the stream of fireballs with your blaster, then unleash super and regular missiles. Ridley's whole body is vulnerable—only his tail can't be shot. **Morph and roll when Ridley begins stabbing the ground** with his tail, and if you get picked up, fire point-blank missiles or shake loose if your energy is low.

## 48 SCREW ATTACK

The path to Mother Brain is open, but detour and collect the Screw Attack first. After the battle, freeze one of the spawning enemies in the room before Ridley to use as a platform, destroy the strange block and continue right. Take the elevator back to Norfair and go through the wall that crumbles. The Chozo Statue is broken, so **refill with the spawning enemies in**

**the next room.**

**49** Bomb your way down in the next room, ignoring the launcher. Go left through the tunnel you could see from the elevator between Norfair and Ridley. When your speed boost is charged, **blast off to the left, then bomb the platform above the launcher** and use it to blast upward. You'll rocket most of the way up Norfair to a previously inaccessible room.

**50** Head left, freezing the flying enemies. The Screw Attack is in the next room, grab it and **enjoy sawing through the foes you could only freeze before.** This is the last major ability, so scout the maps accompanying this guide for any tanks you have yet to collect, then return to Brinstar when ready.

**51** When you defeated Ridley, you saw a cutscene where **the left half of the mysterious statue in Brinstar become activated**—the statue is located in Brinstar's northwest corner and marked on your map by a floating wisp. Go there to descend into the home of Mother Brain, Tourian.

## 52 FINDING MOTHER BRAIN

To stay alive, freeze the deadly life-sucking Metroids and hit them with five missiles before they thaw. **You can see the Metroids approaching in the background,** so quickly clear out the rings fired by the walls, otherwise they may block shots intended for the Metroid. If you are grabbed, roll into a ball and bomb yourself free, then freeze the Metroid before it locks on again.

**53** **54** Killing Metroids is required to move forward, so don't try to run, it will only get multiple Metroids on you at one time. Proceed deliberately and **keep enough distance between you and the Metroid** to force it to fly straight at you, giving a clear shot. If you shoot it from an awkward angle, you won't score five hits before it thaws. Keep your health up, as **you can shoot the rings for refills, but expect to see a lot more missiles than health.**

## 55 A DASTARDLY TRAP

The biggest challenge comes when you drop down far enough to begin heading back left. A grey door blocks your path, but no enemies are visible. You must bomb the floor and carefully drop down—four Metroids await on the level below, with an evil twist: **bombing the floor to escape a Metroid will destroy it, dropping you down another level with yet another two Metroids.**

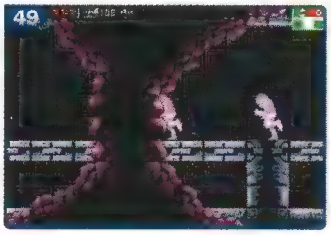
**56** Defeat this trap to open the final save room. In the next room, **Screw Attack through the green rings for plenty of refills** before facing the original game's final boss. Eliminate the plasma barriers with a single stream of missiles or they'll begin to respawn.

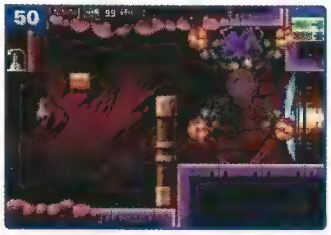
## 57 THE BATTLE WITH MOTHER BRAIN

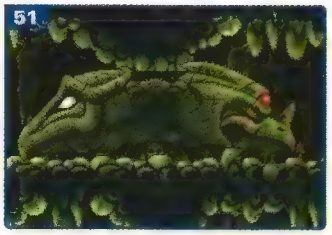
Mother Brain's chamber has three places to stand: two small blocks in front of her and on top of the turret in the upper right corner. Each time you move, land somewhere different to keep crossfire a step behind you. **Start by kneeling in the upper right corner, just far enough out to fire down and diagonally** to break Mother Brain's glass casing.

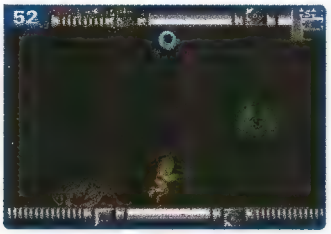
**58** Now you can kneel on either of the first two blocks and aim a super missile into her opened eye. She responds with an energy blast that is worth a brief stay in the lava to avoid. **Fire from the rear lower block when her eye is open, then jump to the corner or other block** when she blinks to prepare an energy blast. Time it correctly and everything will miss you.

**59** Now the classic escape sequence will begin. The blocks disappear after two seconds, so stay calm and keep moving to the next block. **The time you have depends on the difficulty you chose,** and Hard only allows for a mistake or two. Head right at the top and **build a speed boost while blasting through the blue door.** Boost through the



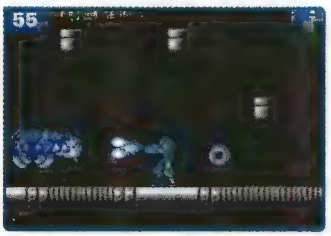





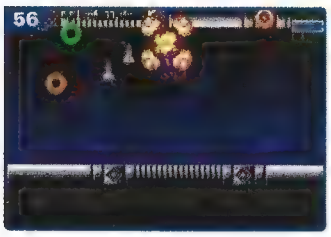




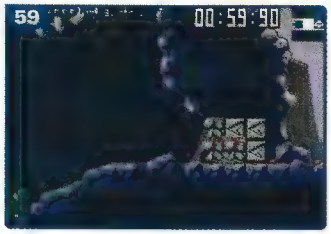



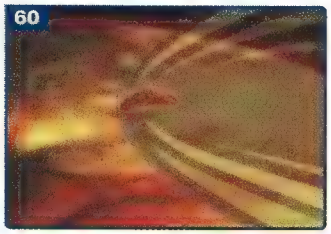






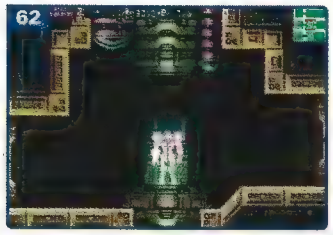


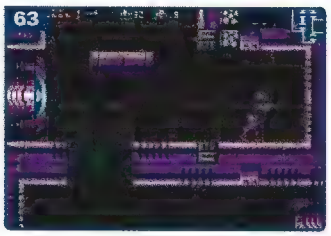



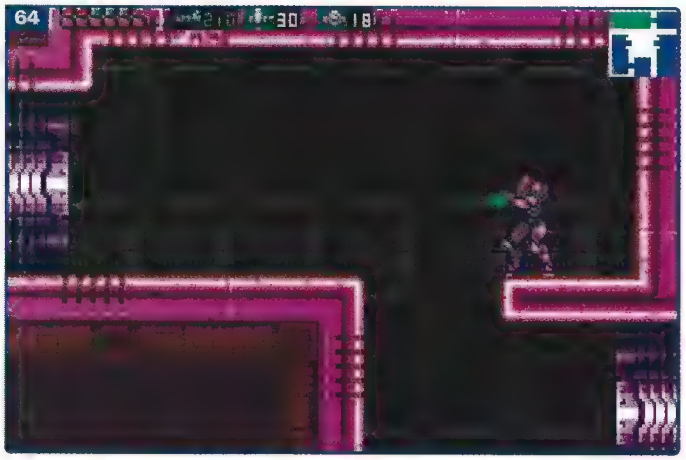



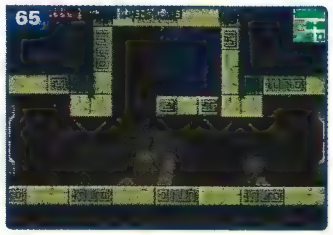


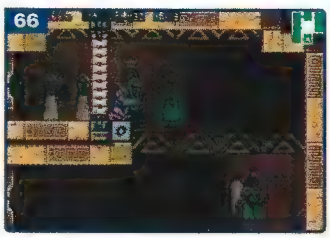


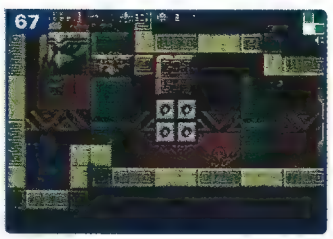


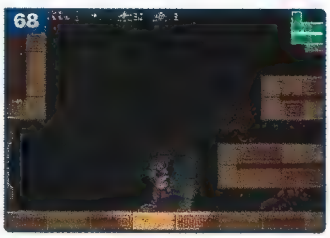







rocks to reach your ship.

### 60 THE SPACE PIRATE SHIP

The original game ended here, but **Zero Mission continues with Samus on the surface of Zebes,** her mission incomplete, armed only with a blaster. Charged shots can briefly stun enemies and destroy some blocks, and while Samus can't roll into a ball now, she can crawl through narrow spaces and wall jump and power grip.

**61** You lack a way to kill the Space Pirates, and if one sees you, an alarm will sound until you can hide. The Space Pirate ship is larger than any other level, so get started by dropping down and blasting **a small hole where the ship touches the ground.**

**62** Here is the map room and first save room. Since you can't kill pirates for refills, **save rooms now replenish your energy.** Go left and up, freezing pirates as soon as they are on screen, then running past them. You can't avoid the last laser in the first large room, so just jump quickly to the exit. Go up and right until you emerge underneath a spaceship hangar and find another save room.

**63** Move through the room left of the hangar and into a series of rooms where you'll have to shoot holes in the floor while being chased by pirates, finally **falling into an alcove until the alarm ends.** Head left and avoid the spotlights to find the next save room.

### 64 THE CHOZO RUINS

Work your way through the next laser room, running to the next room and **hiding in the upper-right alcove if you alert the pirates.** Drop down the long shaft, dodging and stunning pirates, then sprint through the glass tube and into the Chozo Ruins. Your foothold will crumble in the first room, but don't bother jumping forward—just be ready to stun a pirate waiting for you on the ground.

**65** The intensity cranks up considerably here as you continue to be constantly on the run. After your initial drop, **run left and jump into the blue alcove to shake your pursuit.** Continue left to a save room, then carefully into the next large room. Wall jump up the shaft on the right side of the room, timing it to avoid the gaze of the pirate at the top.

**66** An enemy is right by the entrance to the next room. Try and stun him, but either way, drop down, run right, and **hide by the metal gate after destroying the blocks** covering the lower right side of the room. Watch for false blocks in the room on the left of the metal gate. Now use the blocks to shield yourself from the attacking eye as you move upward and left.

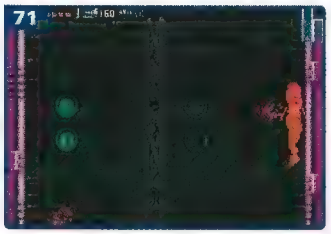
**67** Crawl through the space while firing to clear the blocks, then try to stun the pirate as you drop down the left side of the room. If you fail, head left, skip the alcove and **hide in the lower left corner of the next large room.** Head up toward a statue holding the Power Bombs, only to find the bombs being moved by a pirate. After the disappointment, visit the hidden save room through a false wall in the room to the left of the statue.

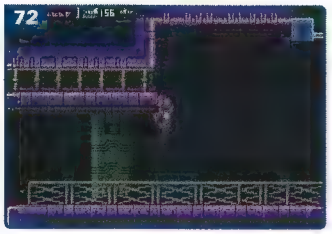
**68** Sneak past two more wall eyes and into a long room where detection is almost guaranteed. Run past the pirates until you reach the right shaft, then go up a level and crawl back left through the small opening, **likely being chased most of the way.** After a long and painful crawl, keep running left through another large room.

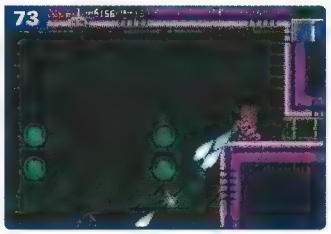
### 69 REGAINING YOUR POWERS

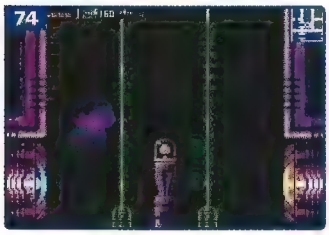
Dodge the look of the pirates in the alcoves, jump up the left side of the room, crawl along

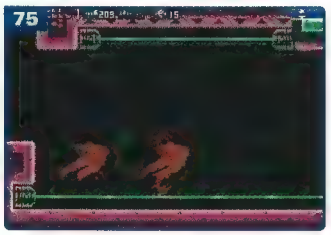


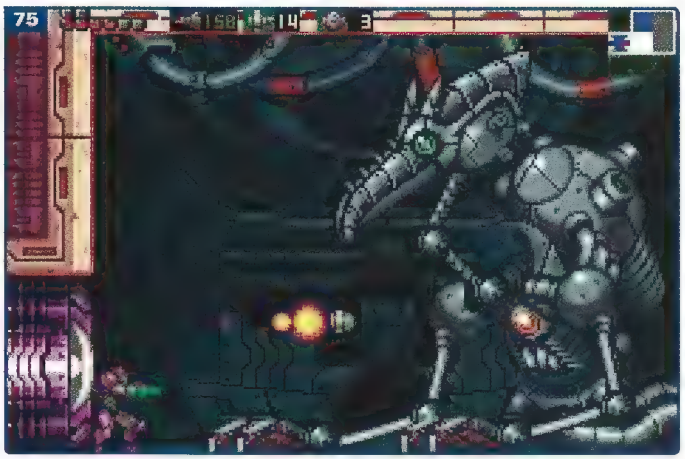



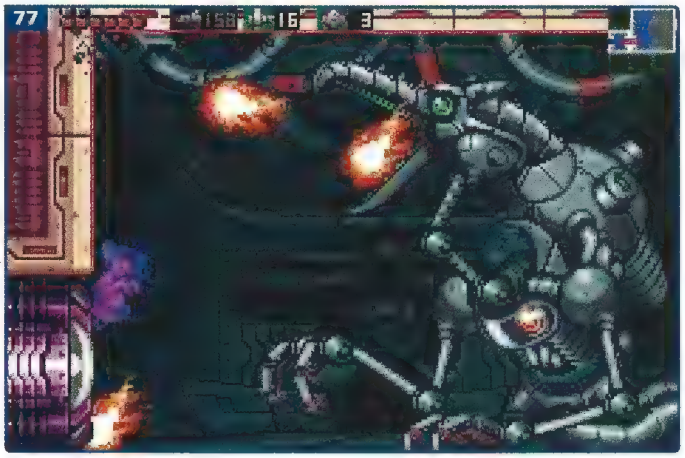



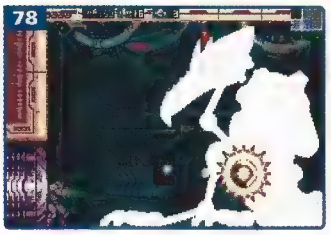



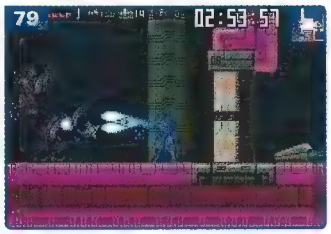







the upper level, and **immediately turn and shoot the blocks out from under any pursuers.** When the alarm stops, head right and drop into a welcome save room. Work your way right and up through a room without pirates, coming to a very special Chozo ruin.

**70** When the blue orb with your image changes into a strange design, shoot it. Jump to avoid the lightning blasts and **score four hits to earn your fully powered suit,** with all three unknown items turned into powerful upgrades. Take out all that pent up aggression on the pirates by blasting and screw attacking them into oblivion.

## 71 POWER BOMBS

Open the underwater path with missiles and speed boost to a Super Missile Tank. Continue along the path, dropping into the shaft you had seen previously and retracing your steps back to **the upper left save room in the blue section of your map.**

**72** Be on the lookout for powerful grey Space Pirates—take them out from as far away as possible. Head back to the room adjacent to the hangar, this time taking the red door into the hangar itself. You can't get to the ships, **so climb into the narrow passage at the top of the room.**

**73** **Take out the grey pirate before jumping down, then prepare for another one.** You have firepower now, but this long stretch without a save room or health refills can still kill you. Follow the linear path, eventually passing a yellow door and continuing left, working your way upward until you reach a large room.

**74** Stop by the save room off to the right, then drop down the gap in the lower left corner of the room. You see the power bombs being carried away again, but this time they are sitting next door when you follow. **Don't bother jumping over the beams**—you only face two pirates if you trigger them. Grab the bombs, then use one in the room to the right to find two more pirates and another Power Bomb Tank.

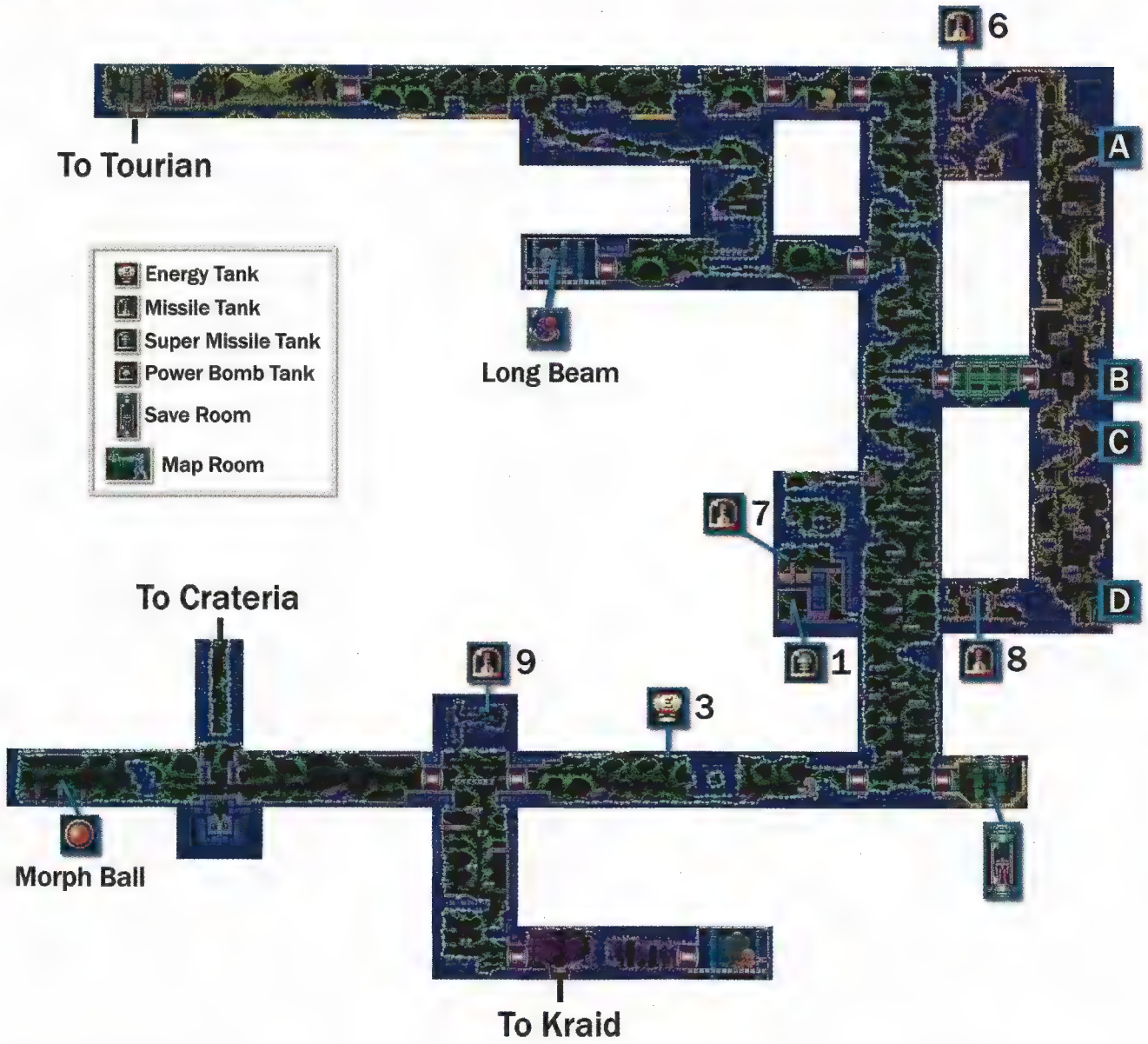
## 75 THE FINAL BATTLE

Exit through the upper right door of the last large room and power bomb your way forward. The next long room holds the final Energy Tank. Build up a speed boost running right to left, then quickly jump while boosting to break the blocks in front of the left door. Now build up your boost again, jump down to the lower level, run off the right of the platform and blast off right before you fall into the lasers. If you fell off the platform enough, you'll zip to the tank with no trouble at all. If you trip a laser, kill the two pirates and leave the room to try again.

**76** **77** **78** After you collect the tank or decide not to bother, go one more room right to fight the final boss. This mechanical version of Ridley has a clear weak spot on his chest. Avoid his claw swipe by space jumping, **then return fire with super missiles.** If he begins spitting flame or firing lasers, **space jump continuously in the middle half of the wall to stay safe.**

**79** **80** One last escape sequence awaits you. The wrong way is conveniently locked, so simply follow the grey doors that will open, which lead back to the hangar you passed by before. This time two grey pirates are waiting by the entrance. **Defeat the pirates to open the hatch,** then run toward the ship, kill the pirate that leaps out, and jump into the ship in his place. Samus' mission is now complete!

# MAPS




## BRINSTAR

**ENERGY TANKS: 3**

**1)** Heading north after the first Missile Tank, your first extra Energy Tank is sitting in the middle of the room, looking for a good home.

**2)** In the far north of Brinstar, this tank waits beneath the orange acid just before you find the Varia Suit. After getting the suit, make the tank your first prize by bombing the ground to the right of where it waits.

**3)** Hidden in the ceiling, this tank was a legendary secret in the original *Metroid*. Bomb jump your way up after shooting the ceiling to reveal the tank, or space jump much later in the game.

**MISSILES: 10**

**1)** The first Missile Tank in the game is at the bottom of Brinstar—just descend past the first red door and roll through to the right.

**2)** A false wall is in the upper-left corner of this two-story room. Head through it and destroy the bug-spawning enemy for a Missile Tank.

**3)** At the entrance to the chamber with the first Energy Tank is a wall that crumbles when shot. Kneel and shoot the base for a Missile Tank.

**4)** Right after receiving the bombs, bomb your way underneath the Chozo Statue that gave them to you. Blow up each grey block, then bomb jump up through each gap toward the Missile Tank.

**5)** Get this tank early by rolling off the ledge above it, dropping a bomb by the brick blocking the way, then bomb jumping diagonally from the second level of blocks back into the gap. Or wait for the Power Grip.

**6)** Use the Ice Beam to climb enemies and reach the top of this long shaft. Roll leftward into the small tunnel for a hidden room with a Missile Tank.

**7)** Halfway down the leftmost of two shafts in the center of Brinstar, you see a small




ball-sized ledge on the left wall. Freeze the enemy to access it, bomb your way into the hole, and blast through the enemies for a Missile Tank. Then enjoy as the game teases you with a Super Missile Tank that's just out of reach.

**8)** Across the hall from the Super Missile Tank is a narrow hidden path in the wall—bomb your way below the speed blocks inside to reach the Missile Tank.

**9)** Next door to the Kraid elevator is a launcher hidden in the lower left corner. Use it to send Samus up to a hidden room with a Missile Tank.

**10)** After claiming the Varia Suit, this Missile Tank will be found in the open as you continue to the right.

**SUPER MISSILES: 1**

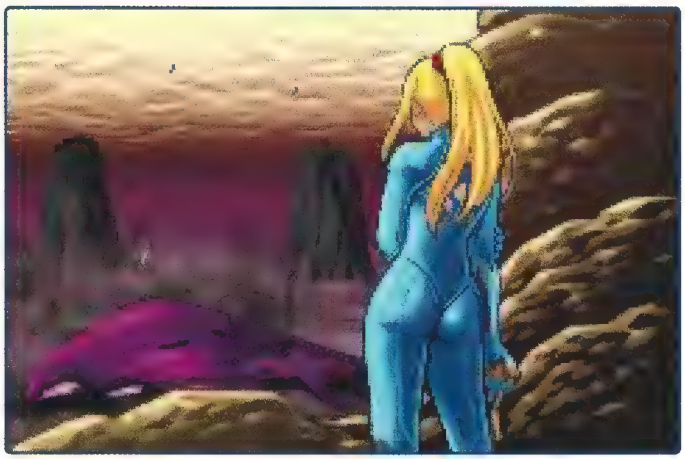
**1)** Build up a speed boost at the far left end of the hallway leading from the Norfair elevator to the main shaft. You'll need to head through the door into the main shaft to have enough room to boost, so do just that and kneel as soon as you boost. Run back into the hallway, making sure you go down the small slope. Open the door back into the shaft, then morph into a ball and blast off in ball form to the left, through the door and the shaft and into the room with two flying enemies.

Hold down to keep your boost charged after you kill both enemies. Bomb the floor and move so that when you jump in ball form, you'll be even with the left exit in the room. This means one brick below the exit, on the right side of center. When positioned correctly, blast off again to the left and you'll earn the tank.

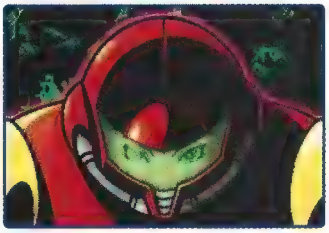
**POWER BOMB: 0**

You should now have a 100% run and earned a special ending.

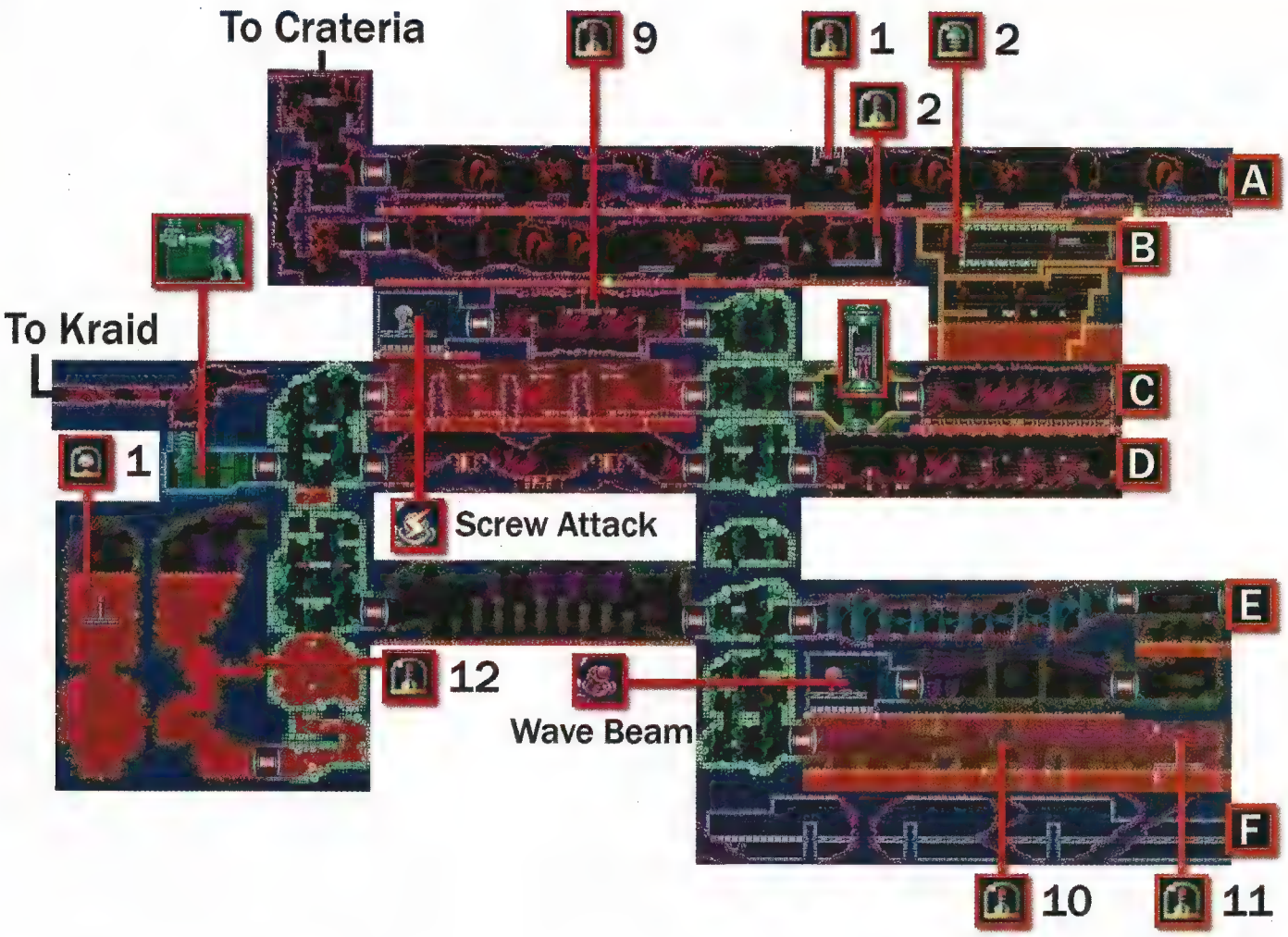
## AWESOME CINEMAS












# NORFAIR

**ENERGY TANKS: 1**

**1)** After killing the two shelled bugs with your shiny new Wave Beam, be sure to shoot the ceiling for a hidden Energy Tank.

**MISSILES: 13**

**1)** You'll pass this Missile Tank on your first trip through Norfair, and it may appear out of reach, but bomb jumps can elevate you high enough. Or you can wait for the Power Grip.

**2)** With the Power Grip acquired, head to the bottom of the shaft where the elevator from Crateria arrives, rolling through the small gap. Through the door on the right is a Missile Tank.

**3)** Near Norfair's northeast corner, fire into the upper right wall to reveal a Missile Tank, then freeze the enemy beneath it for a platform.

**4)** In the right section of the large room east of the elevator to Brinstar, break the blocks restricting the jump of the lava-based enemy, freeze him at the apex of his newly freed jump, then use him as a platform.

**5)** After getting the Hi Jump, return to the green shaft and use it to reach a small ledge. Roll through the tunnel and drop down to collect the Missile Tank.

**6)** Build a speed boost by running right through the tunnel where the two shelled bugs were, then keep running to where the floor breaks away in the next room. Drop down and snag the Missile Tank.

**7)** After collecting this Super Missile Tank, freeze the enemy to the left, being careful not to Screw Attack when jumping on his back. Fire into the top left of the wall to reveal a path, grab on and roll through to find a Missile Tank.

**8)** Once you have the Varia Suit, return to this small heated area and collect the Missile Tank inside.

**9)** After you get the Screw Attack, saw through the flying enemies and the blocks surrounding this Missile Tank.

**10)** After bombing your way down in the green shaft, shoot the chunk of wall hanging from the ceiling in this heated room to reveal a Missile Tank.

**11)** The tank is waiting on a pillar at the end of this heated room.

**12)** When you dive beneath the lava and head through the blue door, look for a small gap on the right side of the wall. Shoot the block, then roll in and fire a missile directly upward as you fall through the false blocks. With the missile block cleared, you can now roll to the Missile Tank

**13)** Shoot the very top of the last barrier on the left side of this room.

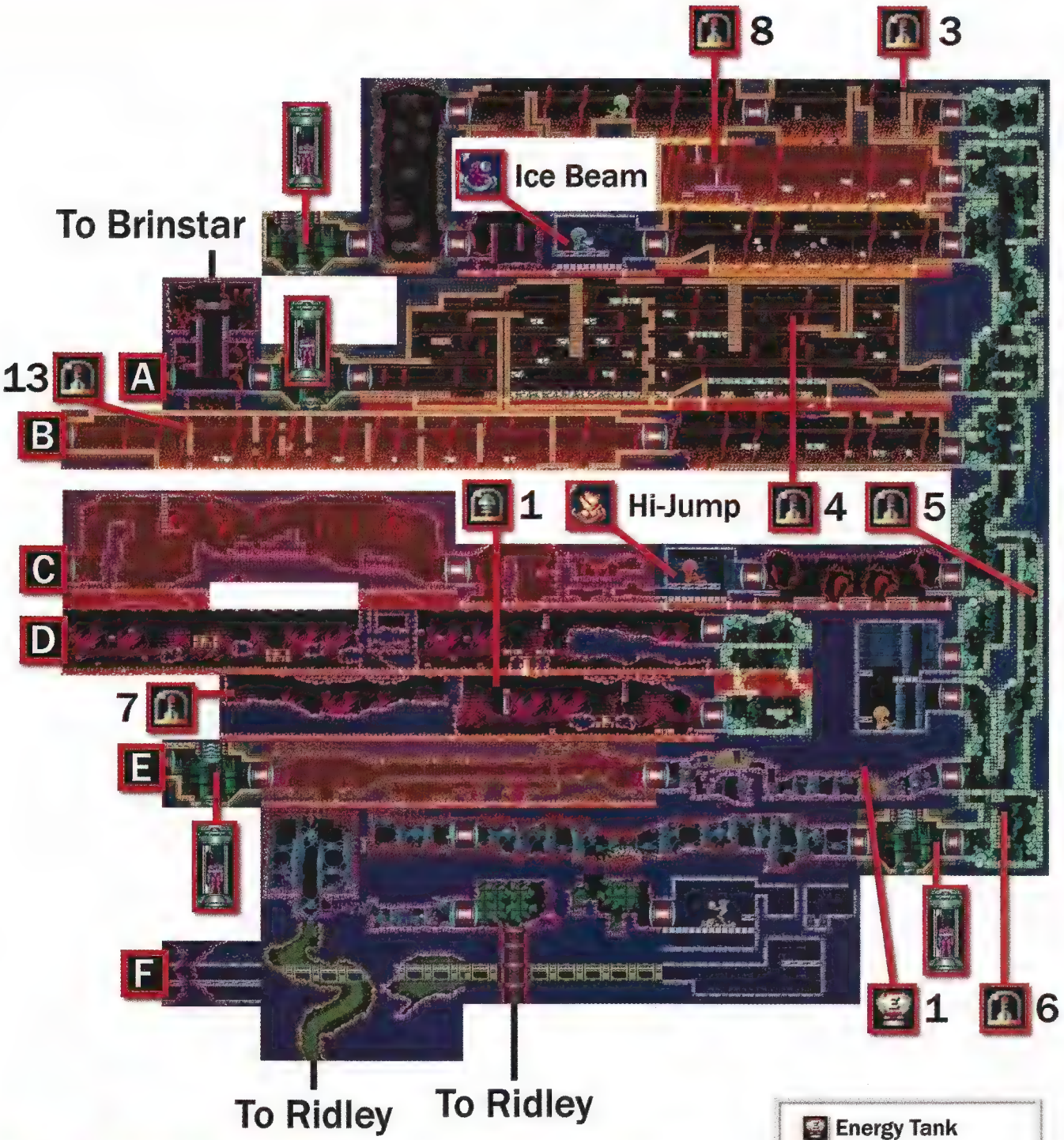
**SUPER MISSILES: 2**

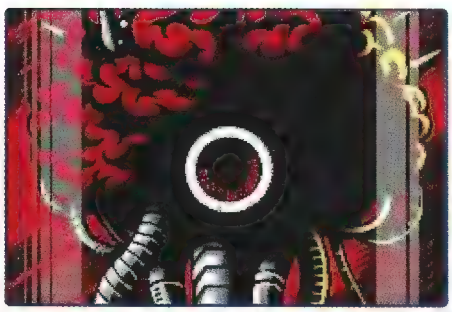
**1)** After dropping through more fake lava, freeze the flying enemy to jump to the Super Missile Tank.

**2)** Bomb the upper left corner of the colored blocks, leaving a platform for you to stand on to jump over to the Super Missile Tank. Otherwise you'll have to jump before the entire set of blocks disappears.

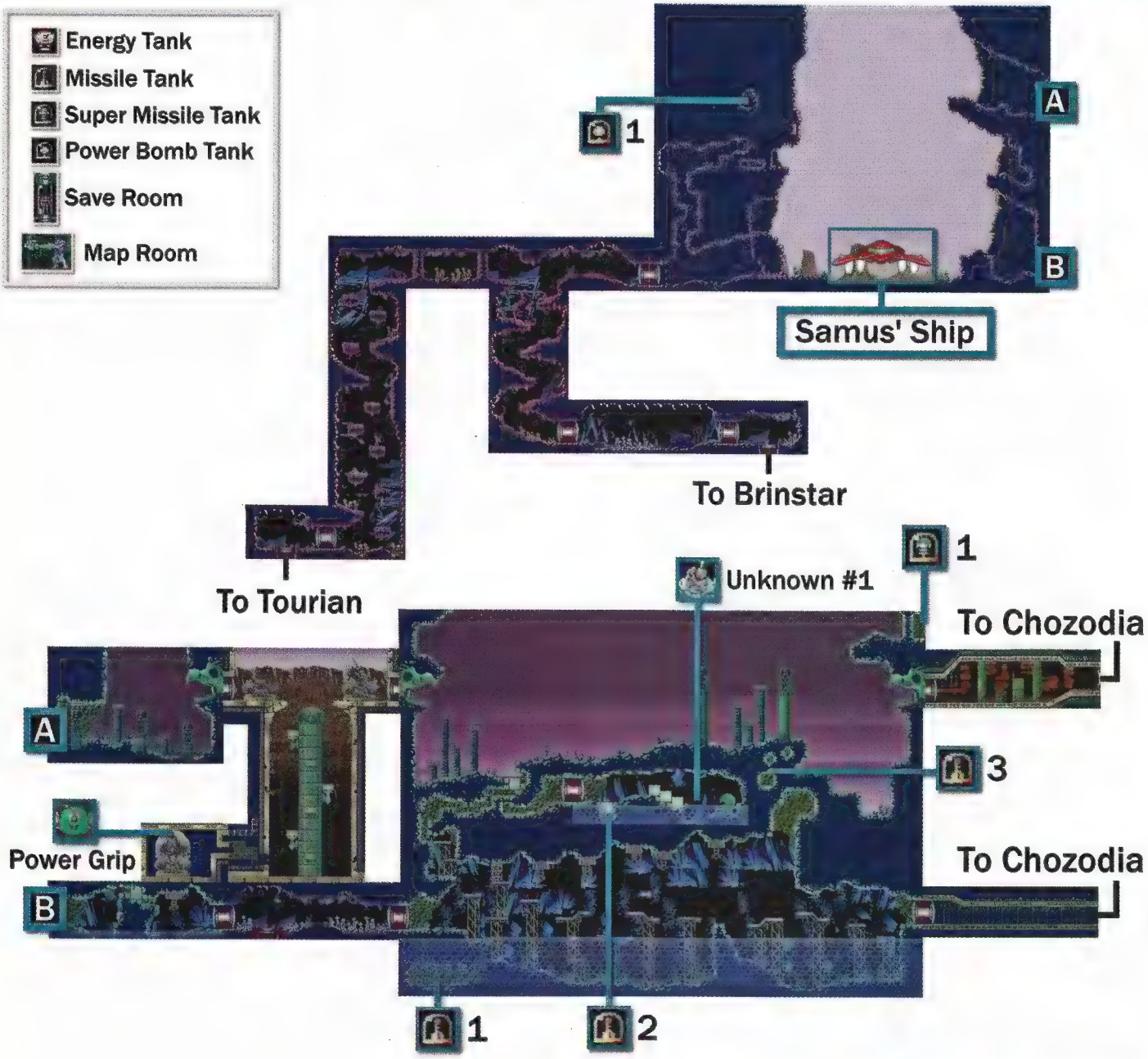
**POWER BOMB: 1**

**1)** Submerged in the lava, fire missiles at the lower left wall to break it open, then space jump to the Power Bomb Tank.


8
3
Ice Beam
To Brinstar
13
A
B
1
Hi-Jump
4
5
C
D
7
E
F
1
6
To Ridley
To Ridley
Energy Tank
Missile Tank
Super Missile Tank
Power Bomb Tank
Save Room
Map Room








# CRATERIA

**ENERGY TANKS: 0**

**MISSILES: 3**

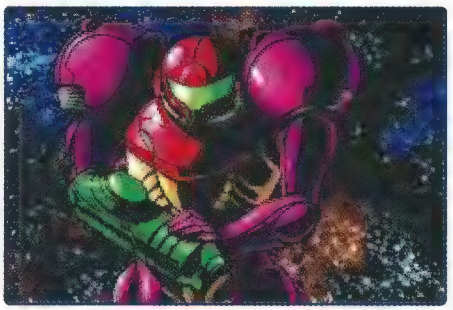
**1)** In the room filled with water and angry bone fish, bomb through the left underwater wall.
**2)** After picking up Unknown Item #1, head back one room to the left and destroy the mysterious block standing between you and the slightly submerged Missile Tank.
**3)** Build up a speed boost through the upper corridor to Chozodia, kneel to charge it, then drop to the first ledge on the right. In ball form, blast off to the left to get this Missile Tank.

**SUPER MISSILES: 1**

**1)** Build a speed boost through the upper corridor to Chozodia, then space jump through the door and quickly up. When you're even with the slope above the door, blast off to the right and you'll run through the wall and into the Super Missile Tank.

**POWER BOMB: 1**

**1)** Run left from the elevator to Norfair to build a speed boost. Charge it once you reach the outdoor area, then jump to the center of the rock in front of you. Morph into ball form and blast off to the upper left. If you blasted from the right place, you'll smash through the rock and have a path to the Power Bomb Tank.





# IMAGINE A WORLD



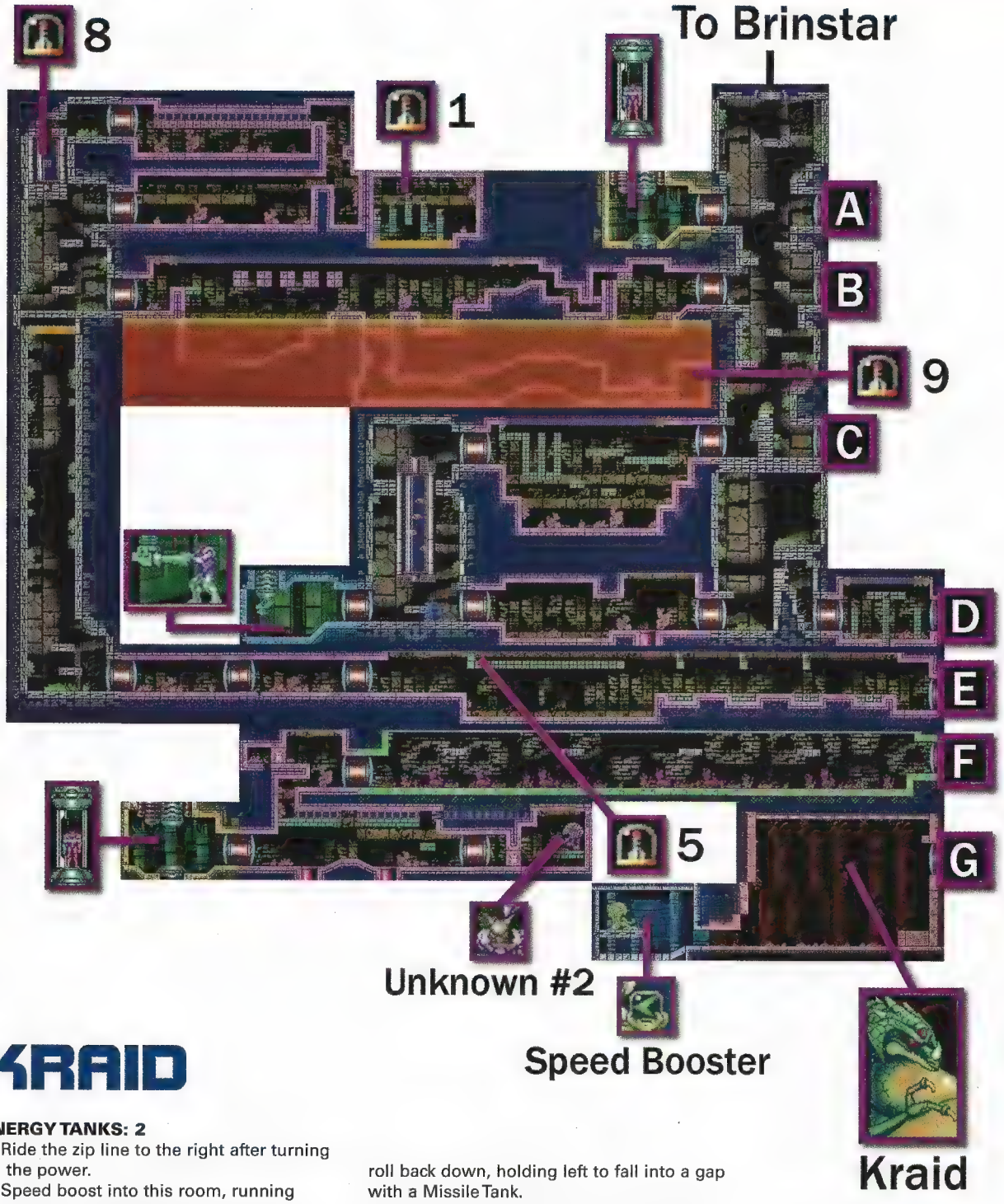

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# KRAID

**ENERGY TANKS: 2**

**1)** Ride the zip line to the right after turning on the power.

**2)** Speed boost into this room, running across the blocks that break, then jump while boosting over the acid and through the blocks guarding the Energy Tank.

**MISSILES: 9**

**1)** Bomb the left wall of the save room by the elevator to Brinstar, then roll through the hidden passage to a room with a Missile Tank.

**2)** Take the first right after descending from Brinstar and this tank will be sitting out in the open in the hallway.

**3)** After you launch through the glass pipe, roll back down, holding left to fall into a gap with a Missile Tank.

**4)** When you defeat this worm, bomb the center of the room, then bomb the left wall of the lower level to access a room with a Missile Tank.

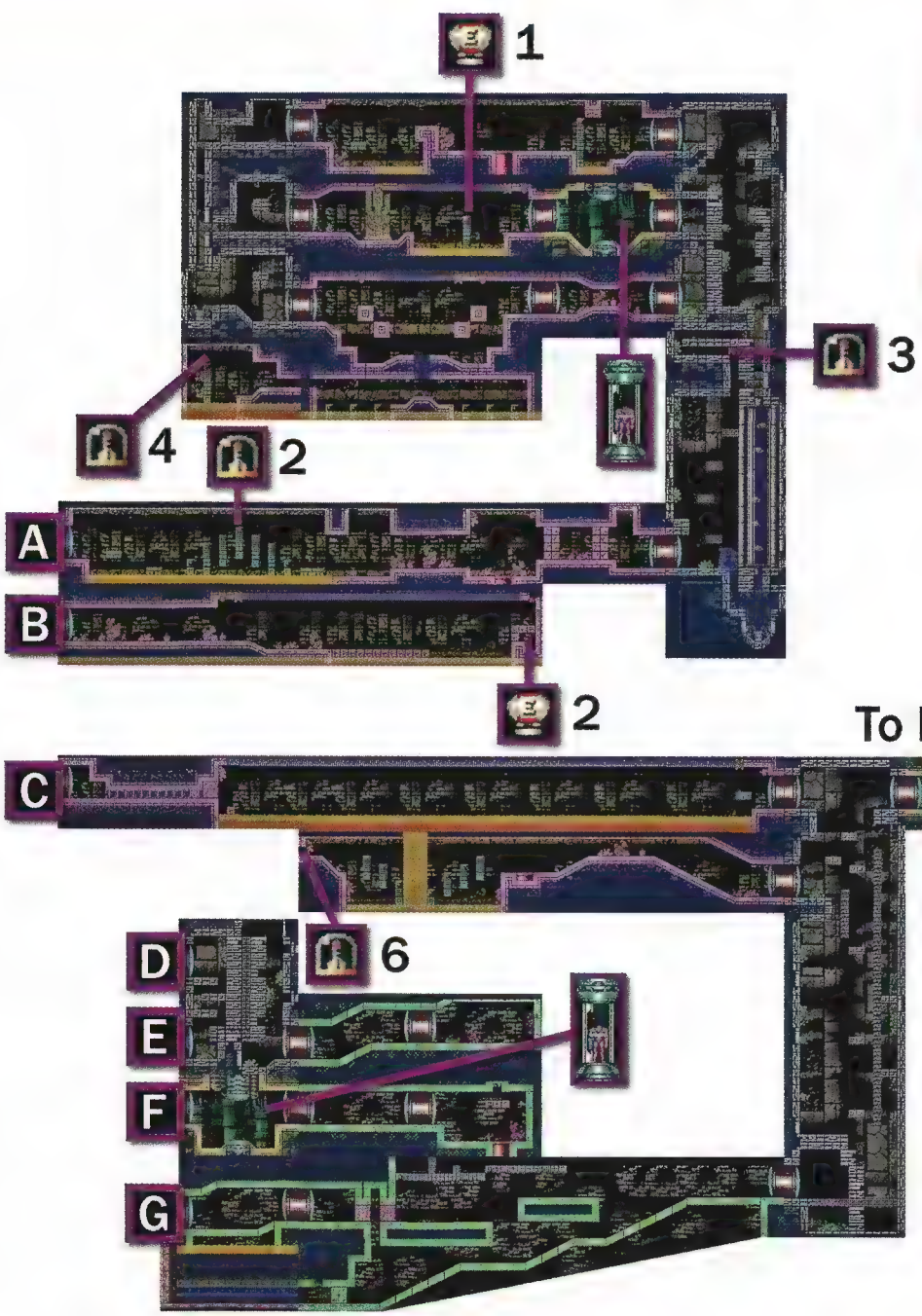
**5)** Use the launchers hidden below the green bricks to destroy the blocks near the zip line track. When the path is clear, launch yourself onto the zip line to ride in ball form to a Missile Tank.

**6)** If you fall from the zip line where you are chased by a horde of monsters, you'll appear in a room with falling sand. Don't go back to the zip line just yet—head left instead for a cleverly placed Missile Tank.

**7)** Roll into a ball above the red switch that calls the zip line. Set two quick bombs, one to call the line and one to jump up to it as it passes. You'll be carried to a Missile Tank.

**8)** Destroy the large green monsters to clear the hallway, then roll down to the Missile Tank waiting in plain view.

9) Break the blocks and drop down into the





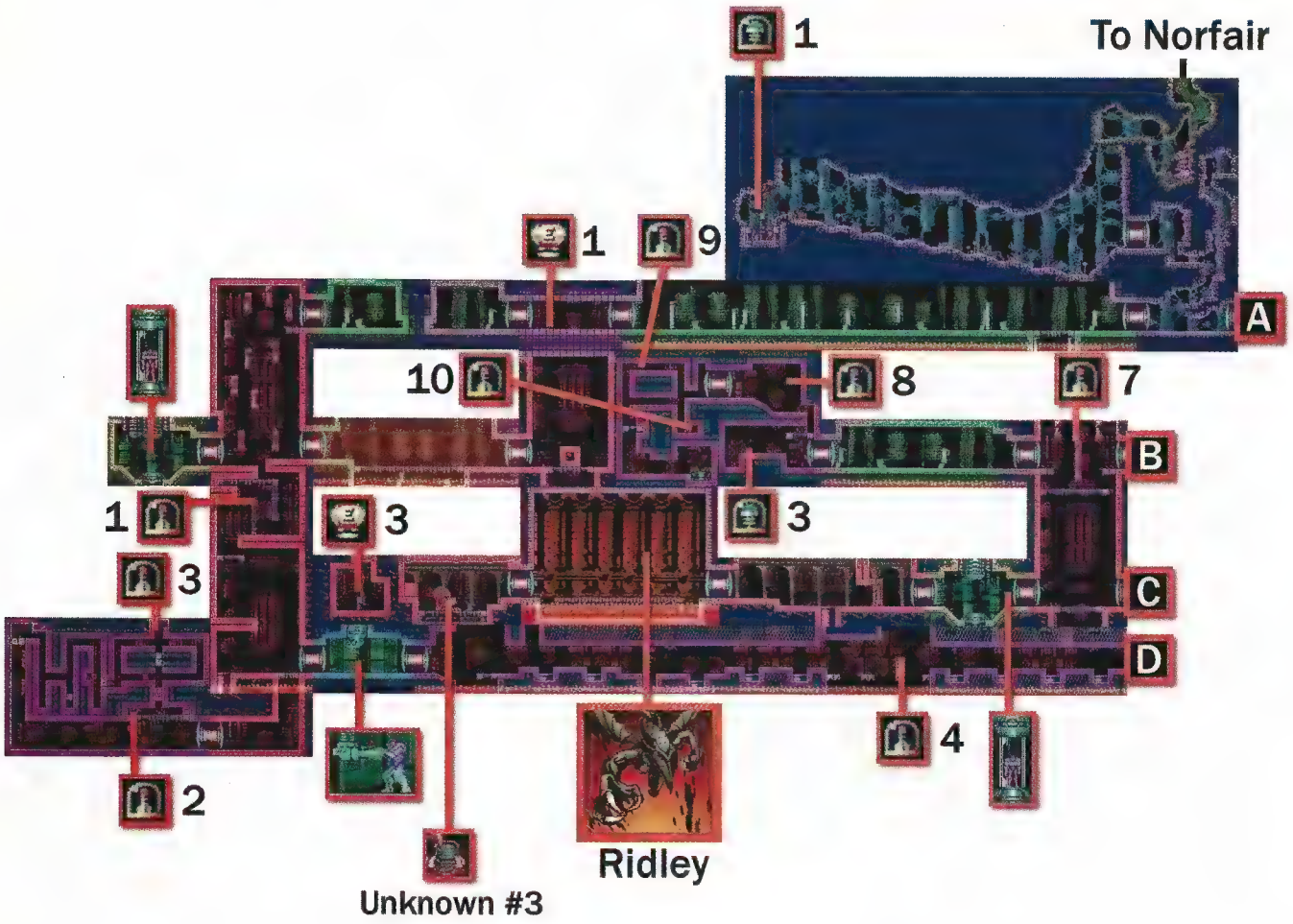

lava. Use the Wave Beam to clear the blocks out, then build a speed boost running right to left—you have just enough room. Charge it just before the wall, morph into ball form and blast back to the right. You'll smash through the bricks and into a Missile Tank.

**SUPER MISSILES: 0**

**POWER BOMB: 0**

- Energy Tank
- Missile Tank
- Super Missile Tank
- Power Bomb Tank
- Save Room
- Map Room






# RIDLEY

**ENERGY TANKS: 3**

**1)** Watch for the false floor between you and this Energy Tank. Either edge close and watch for the floor to change color, or stand and watch where the enemies come in and out of the floor. When you can gauge the pit, jump over it and grab hold, climbing up to get the tank.

**2)** Bomb on either side where the floor first rises a block to access a hidden area underneath and an Energy Tank.

**3)** After getting Unknown Item #3, use it to destroy a strange block behind the Chozo Statue, then walk through the false wall to the Energy Tank.

**MISSILES: 13**

**1)** Sitting in plain view as you descend the shaft outside the western save room.

**2)** Build a speed boost running right to left in the top portion of the long room right of the map room. Kneel to charge, jump down in front of the small slope leading out to the left while blasting open the door, then blast into the slope to keep running. Keep blasting to open the map room door quickly and you'll run into the next room, opening the path into the fake lava.

Now build a boost running left, then charge by the wall and rocket upwards, grabbing the ledge. Roll right and drop, pressing right to fall in the next gap. Roll right again and straighten out as you land on the breaking block, quickly jumping off it and grabbing the ledge to the right.

Roll, straighten, and grab again, this time firing a missile while hanging to open the next gap. Jump, grab, and roll through it. Take the top path and drop down the right side. The floor gives out one block from here, and the ledge below is blocked. Either power bomb before you drop or straighten and fire to the left to take out the block, quickly straightening out and grabbing the ledge where it was. Roll quickly left for the Missile Tank.

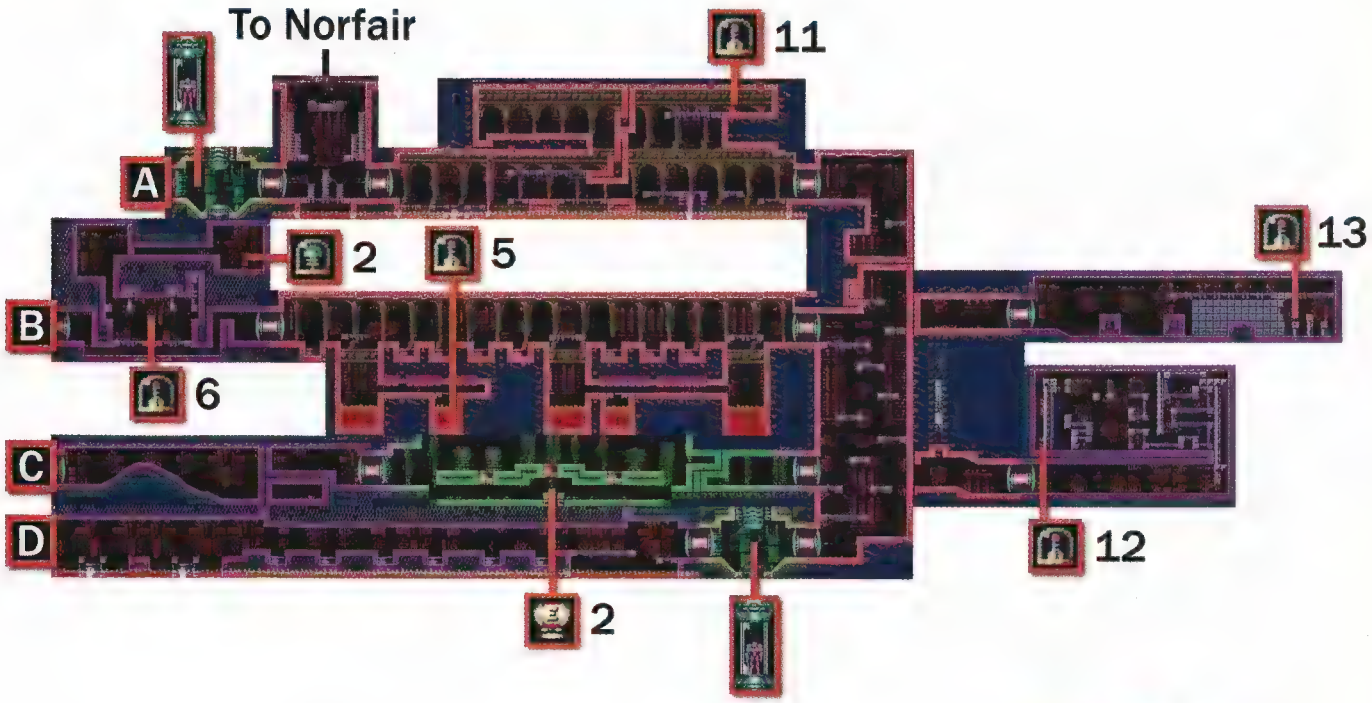
**3)** After collecting Missile Tank #2, roll to the middle of the pipe and be ready to grab the ledge when the breaking block gives way. Fire missiles directly upward to clear the path, then jump up and grab the next ledge, firing missiles once more to expose another Missile Tank.

**4)** Make life easier by shooting open the top portion of this room, building a speed boost, then dropping to the main level and blasting off to the right and through the tank.

**5)** This small pit of lava is fake—bomb your way in, then bomb the lower right corner below for Missile Tank.

**6)** As you roll through the narrow space by the floor, bomb the main part of the room open where the Missile Tank is located.






**7)** Freeze the enemies circling the center pole and use them as a platform to claim this Missile Tank.
**8)** After claiming the Super Missile Tank in the room below, grab a hidden ledge above the door and fire at the single floating block in the next room to reveal the next tank.
**9)** Head left from tank #8, stopping to blast away the blocks on the far left side of the next room. Quickly roll leftward, stand up, and jump up to the Missile Tank at the top of the room before the blocks return.
**10)** After collecting tank #9, fall down to the right and grab the left ledge. Fire diagonally down and right to blow away the bricks blocking the next Missile Tank, then quickly roll down and grab it.
**11)** Jump to tease one of the spawning enemies into flying higher than usual, then freeze it and use as a platform to jump to the next level and a Missile Tank.
**12)** Build a speed boost by running in the top portion of the long hallway right of the map room. Kneel to charge, then drop down and blast open the door, then keep firing to open the save room door immediately. Blast off into the slope leading right out of the save room, then charge again in the next room before you touch the wall.

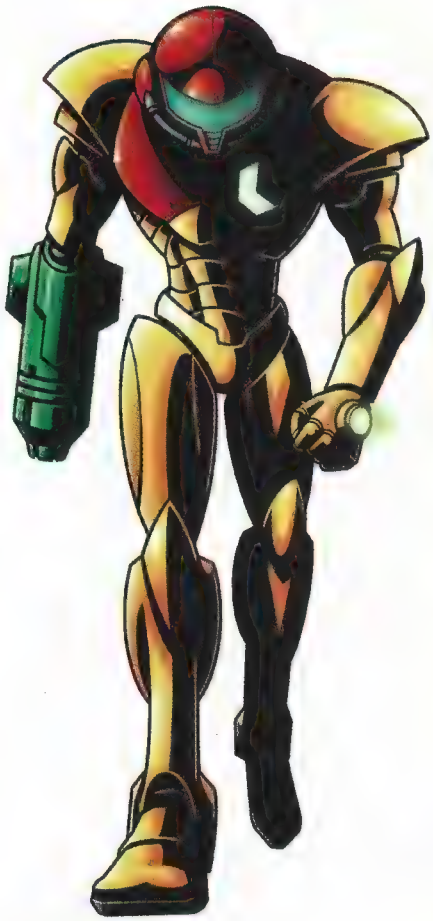
Quickly jump up to where the speed blocks are (the second level of grey platforms) and blast off right to go through them. Avoid touching the enemy rotating around the platform—you'll lose your boost if you do.

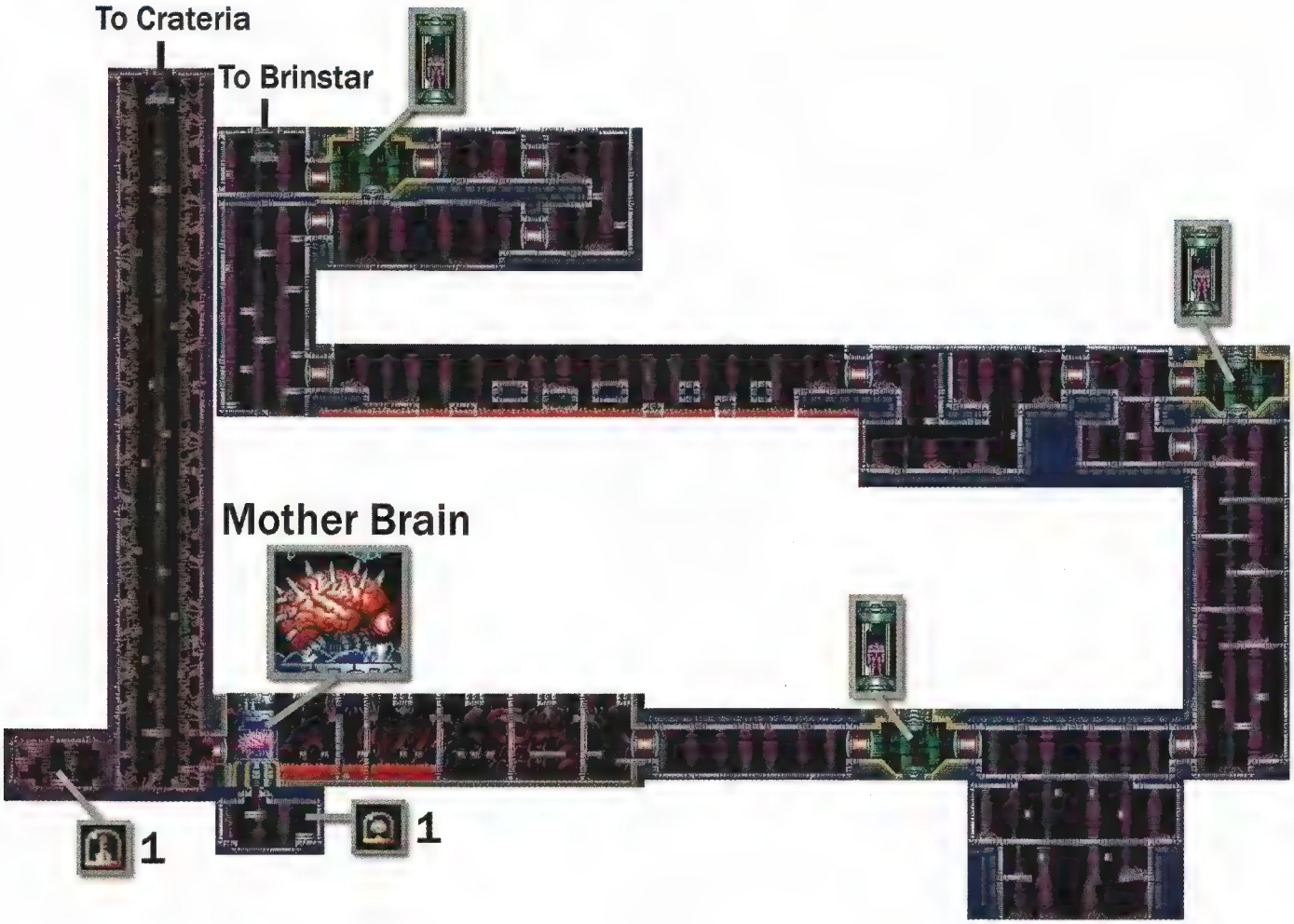
Build another speed boost running right, charge it, morph and roll under the pole, then stand and blast upward to grab the ledge. Climb up, use a power bomb in the upper right corner to blow up only some of bricks to the left—the results are semi-random, but most of the time you'll be able to easily roll left underneath the room's center post instead of having to rush.

Find a high place to stay after moving under the post, then unleash another power bomb and space jump to where the Missile Tank is waiting, possibly using another bomb in the process. It may take a few tries, but it is faster than trying to use normal bombs. On your way out, build a boost running left and blast upward where the ceiling is a brick higher.
**13)** Enter the hallway by blasting upward from tank #12, then build a speed boost running right, clearing the way with your Wave Beam and a single missile. Jump forward while boosting to saw through the pile of bricks and access the Missile Tank.

**SUPER MISSILES: 3**
**1)** The first Super Missile Tank is earned by defeating the giant stinging insect that comes from the larvae you freed from the ceiling earlier.
**2)** After collecting Missile Tank #6, bomb open the upper left corner and bomb another set of blocks to expose a Super Missile Tank.
**3)** After collecting Missile Tank #7, carefully head right two rooms for a Super Missile Tank (and a hidden ledge above the door).

**POWER BOMB: 0**






# TOURIAN

**ENERGY TANKS: 0**

**MISSILES: 1**
**1)** On your second visit to Tourian, build up a speed booster in the last room before Mother Brain's long chamber, then space jump through the now acid-filled chamber without touching any walls or poles. If you succeed, you'll crash through the speed blocks at the bottom left of the corridor just after Mother Brain and reveal a Missile tank.

**SUPER MISSILES: 0**

**POWER BOMB: 1**
**1)** When you have a chance to return to Tourian after defeating Mother Brain, take advantage by aiming a super missile at the floor underneath where she once stood. This will open a secret room with a Power Bomb tank.

Energy Tank
Missile Tank
Super Missile Tank
Power Bomb Tank
Save Room
Map Room



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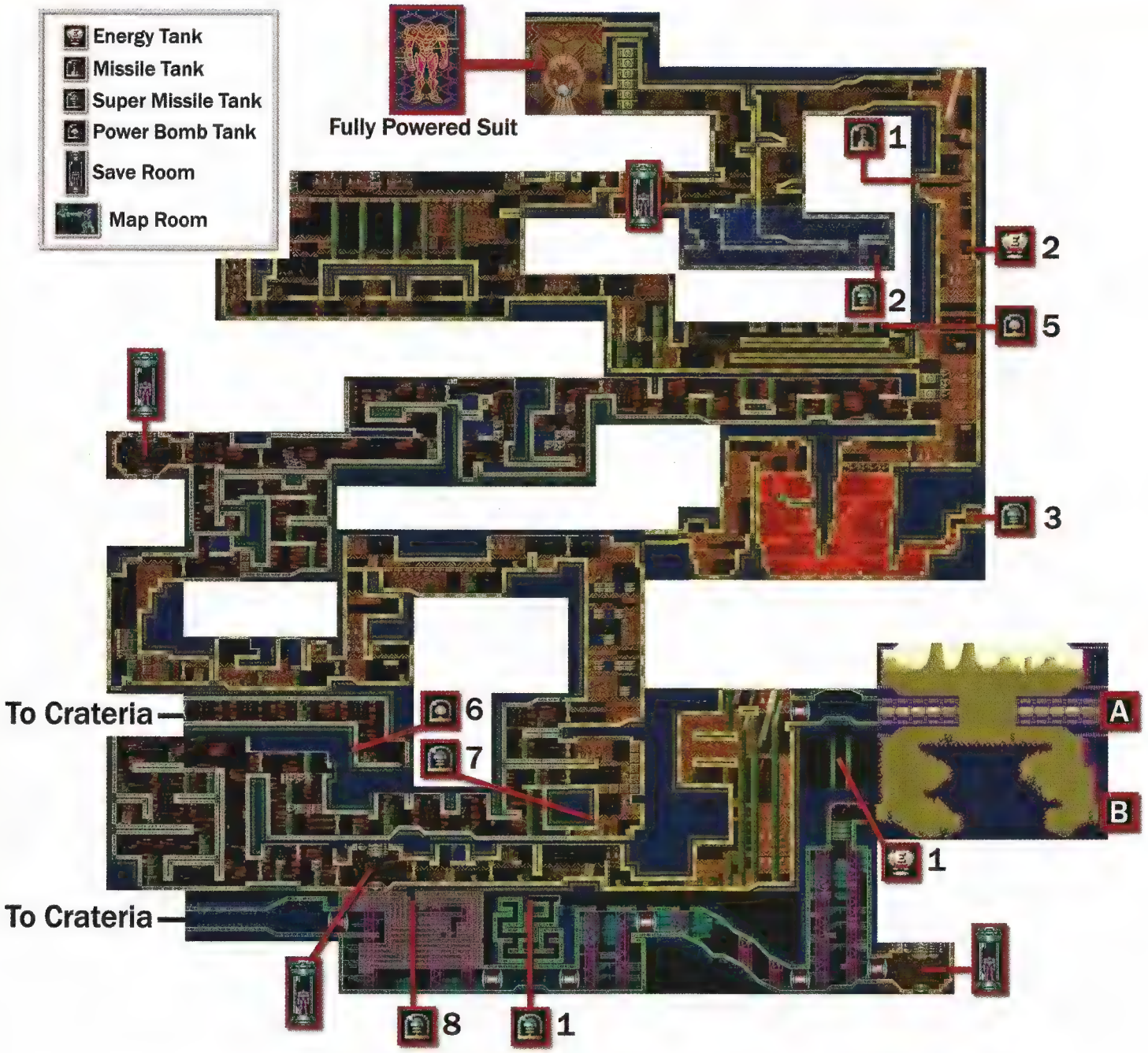
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# CHOZODIA

**ENERGY TANKS: 3**

**1)** Kill the red crabs in the diagonal hallway, then run downhill, building up a speed boost and blasting open the right door. Charge your boost and blast off upwards from the center of the room—you'll crash through the ceiling and straight through an Energy Tank.

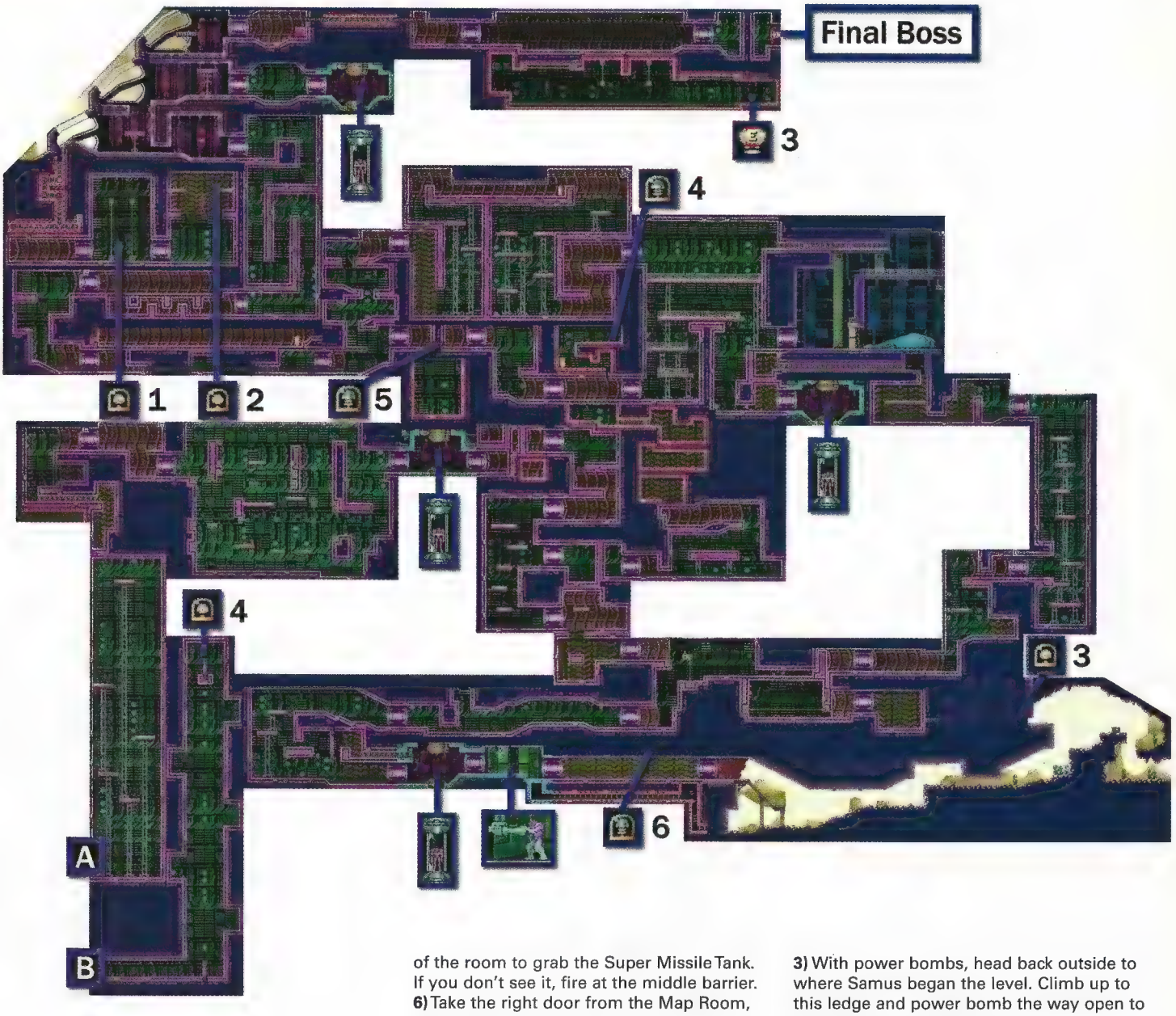
**2)** A complicated boost exercise. Begin in the underwater hallway and build up a boost, charge it, then jump up a level and blast off left into the slight slope. You'll be boost running again, so quickly kneel to charge it again. Repeat the slope process with the two small slopes above you, wall or space jumping to get there in time.

Do this again with the third slope above you, which leads into the next room. Be ready to kneel and charge instantly after you head through the door, then screw jump through the blocks and fall into the first alcove on the left. Blast into the slope and quickly charge your boost again. Jump down to the first platform on the right and blast off right, going through the wall and into a well-earned Energy Tank.

**3)** Easier than it looks. Build a speed boost coming right to left, then jump through the speed blocks on the floor by the left door. Don't try space jumping to the right—build up your boost again, charge it, jump down to the lower level, run off the right of the platform and blast off right before you fall into the lasers. If you fell off the platform enough, you'll zip to the tank with no trouble at all. If you trip a laser, kill the two pirates and leave the room to try again.

**MISSILES: 1**

**1)** Shoot the top block in the left alcove with a missile, then roll into the gap for the game's final Missile Tank.




**SUPER MISSILES: 8**

**1)** Jump upward in this small room to reveal a hidden room above with a Super Missile Tank accessible in ball form.

**2)** After you receive the fully powered suit, break the platform covering the water with a missile and speed boost your way right.

**3)** Head right after you fall into the lava, roll through the small passage, then jump up to the right.

**4)** Shoot the cracked ceiling with a missile, then shoot the robot with your blaster to convince him to move. Jump up for the tank.

**5)** Either direction you enter this room from, the floor will drop you. Defeat the space pirates and space jump back to the middle of the room to grab the Super Missile Tank. If you don't see it, fire at the middle barrier.

**6)** Take the right door from the Map Room, then shoot the ceiling in the next room to reveal another Super Missile Tank.

**7)** After you bomb a large stack of blocks to drop down into this shaft, send a missile into the wall to break open a gap to a Super Missile Tank.

**8)** Use a pair of power bombs to reveal the path through this room of blocks. Jump up into the tunnels and work your way up for a Super Missile Tank.

**POWER BOMB: 6**

**1)** The first Power Bomb Tank is finally gained when you head down from the upper-left corner of the ship, following the tunnel in the lower left of the room.

**2)** From the first tank, power bomb your way through the yellow door, then power bomb open the ceiling. Kill the two space pirates that drop and jump up where they were.

**3)** With power bombs, head back outside to where Samus began the level. Climb up to this ledge and power bomb the way open to another Power Bomb Tank.

**4)** Shatter the glass tube with a power bomb and bomb open the lower right exit from the area. Clear out the pirates and let the alarm end. Go back left, head right to build up a speed boost, kneel to charge it, then blast off upward through the long shaft.

**5)** Once you have your fully powered suit, head back to the darkened room with three levels of crawl spaces. Take the top level, crawl right, and break open the ceiling in the final alcove with a missile to find a Power Bomb Tank.

**6)** Fire a missile into the wall here to open the path to a Power Bomb Tank embedded in the wall.



# DUEL MASTERS: SEMPAI LEGENDS

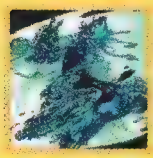
BY DOUG TRUEMAN

**Like all good games, Duel Masters is easy to learn but difficult to master. So we've put together a simple explanation of how the game works so you can get out there and start trouncing your friends.**

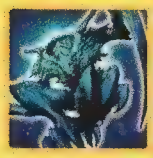
**Keep in mind that this is only a preliminary account of how Duel Masters works. To truly understand the game you'll have to play countless duels, understand the nuances of each card and the powers of each civilization. Only experience will tell you which cards should be played and when. So get cracking.**



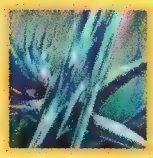
**AQUA HULCUS**
Rarity: Common | Number: 23
Civilization: Water | Race: Creature
Type: Liquid People | Cost: 3
Power: 2000
Special: When you put this creature into the battle zone, you may draw a card.



**AQUA KNIGHT**
Rarity: Rare | Number: 24
Civilization: Water | Race: Creature
Type: Liquid People | Cost: 5
Power: 4000
Special: When this creature would be destroyed, return it to your hand instead.



**AQUA SNIPER**
Rarity: Super Rare | Number: 3
Civilization: Water | Race: Creature
Type: Liquid People | Cost: 8
Power: 5000
Special: When you put this creature into the battle zone, choose up to 2 creatures in the battle zone and return them to their owners' hands.



**AQUA SOLDIER**
Rarity: Uncommon | Number: 25
Civilization: Water | Race: Creature
Type: Liquid People | Cost: 3
Power: 1000
Special: When this creature would be destroyed, return it to your hand instead.



**AQUA VEHICLE**
Rarity: Common | Number: 26
Civilization: Water | Race: Creature
Type: Liquid People | Cost: 2
Power: 1000
Special: None.



**ARMORED WALKER URHERION**
Rarity: Uncommon | Number: 67
Civilization: Fire | Race: Creature
Type: Armoroid | Cost: 4
Power: 3000
Special: While you have at least 1 Human in the battle zone, this creature gets +2000 power.



**ARTISAN PICORA**
Rarity: Common | Number: 68
Civilization: Fire | Race: Creature
Type: Machine Eater | Cost: 1
Power: 2000
Special: When this creature is in battle zone, put 1 card from your mana zone into your graveyard.



**ASTROCOMET DRAGON**
Rarity: Super Rare | Number: 7
Civilization: Fire | Race: Creature
Type: Armored Dragon | Cost: 7
Power: 6000
Special: Power attacker +4000 (While attacking, this creature gets +4000 power.)



**AURA BLAST**
Rarity: Rare | Number: 89
Civilization: Nature | Race: Spell
Cost: 4
Special: Each of your creatures in the battle zone gets " power attacker +2000" until the end of the turn.



**BLACK FEATHER, SHADOW OF RAGE**
Rarity: Common | Number: 45
Civilization: Darkness | Race: Creature
Type: Ghost | Cost: 1
Power: 3000
Special: When you put this creature into the battle zone, destroy 1 of your creatures.



**BLOODY SQUITO**
Rarity: Common | Number: 46
Civilization: Darkness | Race: Creature
Type: Brain Jacker | Cost: 2
Power: 4000
Special: Blocker (When an opponent's creature attacks, tap this creature to stop the attack).

## THE ROAD TO VICTORY

To win a duel in *Duel Masters*, simply destroy all of your opponent's shields. Then personally attack your opponent one more time for the kill. Note that cards that have double shield breaking abilities can't break a shield and kill the opponent at the same time. Only the last shield will break. Also note that if you run out of cards in your deck, you lose.

## MANA

Put a card from your hand into your mana zone. On later turns, you can choose whether or not you want to put a card in your mana zone, but on your first turn, it's a must. If a spell or effect lets you put more cards in your mana zone, go right ahead. You can have any number of cards in your mana zone. Note that cards in your mana zone can only generate mana for your actions. The cards that are actually in the mana zone cannot be used to attack or defend.

Once you have mana generating, you can summon a creature or cast a spell. You can do this in any order that you want. To cast a spell, you need to " tap" a card in your mana zone. When you tap a card, the text on the card being

## GUIDE KEY



tapped turns to grey to indicate that it's out of commission and can't be used for any other actions. If you want to cast a spell or summon a creature, at least one card in your mana zone has to be from the same civilization as the one that you want to invoke. For example, if you want to invoke Artisan Picora, at least one of your mana cards has to be from the Fire Civilization. Once you've cast your spell, the card enters the graveyard and can't be used again (unless brought out by a spell or effect).

The same rules apply for summoning a creature. Keep in mind that you can't use a summoned creature to attack in the same turn that it's summoned because the creature has Summoning Sickness. The exception to that are the special Evolutionary Creatures that can be summoned and attack all at once.

### ATTACKING

Attacking is the key to victory. When you attack an opponent and the attack isn't blocked, you break one of his shields. Once your opponent's shields have been destroyed and you attack him one more time, you win the game.

### BLOCKING

You can't win a duel on offense alone. Only creatures that have the " Blocker" ability can be used to stop attacks. This can be very useful, as they stop the attacking creature from hitting what it wants to and instead takes the blow in its place. This is how to save your more powerful creatures from death. Only untapped creatures can block.

### BATTLE

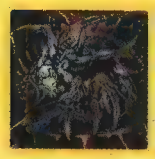
If you attack a creature that is tapped but isn't blocked, the two creatures will battle. The creature with the higher attack power wins, but certain effects come into play. The losing creature goes to the graveyard. In the event of a tie, both creatures go to the graveyard.

### BOOSTER PACK CODE

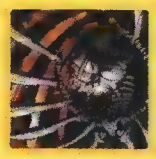
After certain victories you'll obtain new booster packs with new cards. The CPU randomly chooses which cards you get. Here are the chances of winning a specific card.
Common: 57% Chance
Uncommon: 30% Chance
Rare: 10% Chance
Very Rare: 2% Chance



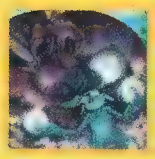
**BOLSHACK DRAGON**
Rarity: Very Rare | Number: 69
Civilization: Fire | Race: Creature
Type: Armored Dragon | Cost: 6
Power: 6000
Special: While attacking, this creature gets +1000 power for each fire card in graveyard.



**BONE ASSASSIN, THE RIPPER**
Rarity: Common | Number: 47
Civilization: Darkness | Race: Creature
Type: Living Dead | Cost: 4
Power: 2000
Special: Slayer (When this creature loses a battle, destroy the other creature.)



**BONE SPIDER**
Rarity: Uncommon | Number: 48
Civilization: Darkness | Race: Creature
Type: Living Dead | Cost: 3
Power: 5000
Special: When this creature wins a battle, destroy it.



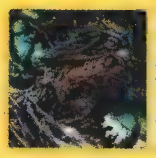
**BRAIN SERUM**
Rarity: Uncommon | Number: 27
Civilization: Water | Race: Spell
Cost: 4
Special: Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.) Draw up to 2 cards.



**BRAWLER ZYLER**
Rarity: Common | Number: 70
Civilization: Fire | Race: Creature
Type: Human | Cost: 2
Power: 1000
Special: Power attacker +2000 (While attacking, this creature gets +2000 power.)



**BRONZE-ARM TRIBE**
Rarity: Common | Number: 90
Civilization: Nature | Race: Creature
Type: Beast Folk | Cost: 3
Power: 1000
Special: When this creature's in the battle zone, put the top card of your deck into mana zone.



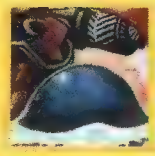
**BURNING MANE**
Rarity: Common | Number: 91
Civilization: Nature | Race: Creature
Type: Beast Folk | Cost: 2
Power: 2000
Special: None



**BURNING POWER**
Rarity: Common | Number: 71
Civilization: Fire | Race: Spell
Cost: 1
Special: One of your creatures gets "power attacker +2000" until end of the turn.



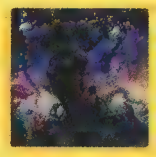
**CANDY DROP**
Rarity: Common | Number: 28
Civilization: Water | Race: Creature
Type: Cyber Virus | Cost: 3
Power: 1000
Special: This creature can't be blocked.



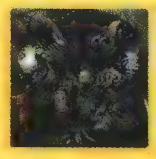
**CHAOS STRIKE**
Rarity: Rare | Number: 72
Civilization: Fire | Race: Spell
Cost: 2
Special: Choose 1 of your opponent's untapped creatures in the battle zone. Your creatures can attack it this turn as though it were tapped.



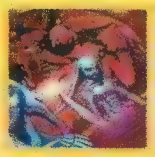
**CHILIAS, THE ORACLE**
Rarity: Rare | Number: 1
Civilization: Light | Race: Creature
Type: Light Bringer | Cost: 4
Power: 2500
Special: When this creature would be destroyed, put it into your hand instead.



**COILING VINES**
Rarity: Uncommon | Number: 92
Civilization: Nature | Race: Creature
Type: Tree Folk | Cost: 4
Power: 3000
Special: When this creature would be destroyed, put it into your mana zone instead.



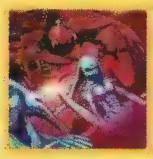
**CREEPING PLAGUE**
Rarity: Rare | Number: 49
Civilization: Darkness | Race: Spell
Cost: 1
Special: Whenever any of your creatures becomes blocked this turn, it gets " slayer" until the end of the turn.



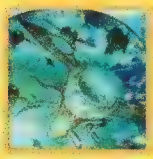
**CRIMSON HAMMER**
Rarity: Common | Number: 73
Civilization: Fire | Race: Spell
Cost: 2
Special: Destroy 1 of your opponent's creatures that has power 2000 or less.





### CRIMSON HAMMER
Rarity: Common | Number: 73
Civilization: Fire | Race: Spell
Cost: 2
Special: Destroy 1 of your opponent's creatures that has power 2000 or less.



### CRYSTAL MEMORY
Rarity: Rare | Number: 29
Civilization: Water | Race: Spell
Cost: 4
Special: Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)



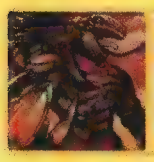
### DARK CLOWN
Rarity: Rare | Number: 50
Civilization: Darkness | Race: Creature
Type: Brain Jacker | Cost: 4
Power: 6000
Special: Blocker (When an opponent's creature attacks, you tap this creature to stop the attack.)



### DARK RAVEN, SHADOW OF GRIEF
Rarity: Uncommon | Number: 51
Civilization: Darkness | Race: Creature
Type: Ghost | Cost: 4
Power: 1000
Special: Blocker (When an opponent's creature attacks, you tap this creature to stop the attack.)



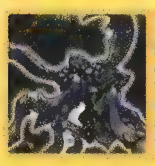
### DARK REVERSAL
Rarity: Uncommon | Number: 52
Civilization: Darkness | Race: Spell
Cost: 2
Special: Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)



### DEADLY FIGHTER BRAID CLAW
Rarity: Common | Number: 74
Civilization: Fire | Race: Creature
Type: Dragonoid | Cost: 1
Power: 1000
Special: This creature attacks each turn if able.



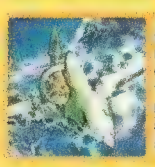
### DEATH SMOKE
Rarity: Common | Number: 53
Civilization: Darkness | Race: Spell
Cost: 4
Special: Destroy 1 of your opponent's untapped creatures.



### DEATH BLADE BEETLE
Rarity: Super Rare | Number: 9
Civilization: Nature | Race: Creature
Type: Giant Insect | Cost: 5
Power: 3000
Special: Power attacker +4000 (While attacking, this creature gets +4000 power.)



### DEATHLIGER, LION OF CHAOS
Rarity: Super Rare | Number: 5
Civilization: Darkness | Race: Creature
Type: Demon Command | Cost: 7
Power: 9000
Special: Double breaker (This creature breaks 2 shields.)



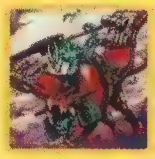
### DIA NORK, MOONLIGHT GUARDIAN
Rarity: Rare | Number: 2
Civilization: Light | Race: Creature
Type: Guardian | Cost: 4
Power: 5000
Special: Blocker (When an opponent's creature attacks, you tap this creature to stop the attack.)



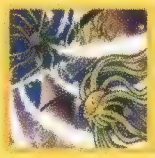
### DIMENSION GATE
Rarity: Common | Number: 93
Civilization: Nature | Race: Spell
Cost: 3
Special: Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)



### DOME SHELL
Rarity: Uncommon | Number: 94
Civilization: Nature | Race: Creature
Type: Colony Beetle | Cost: 4
Power: 3000
Special: Power attacker +2000 (While attacking, this creature gets +2000 power.)



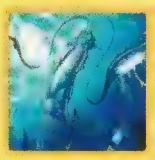
### DRAGLIDE
Rarity: Rare | Number: 75
Civilization: Fire | Race: Creature
Type: Armored Wyvern | Cost: 5
Power: 5000
Special: This creature attacks each turn if able.



### EMERALD GRASS
Rarity: Common | Number: 3
Civilization: Light | Race: Creature
Type: StarLight Tree | Cost: 2
Power: 3000
Special: Blocker (When an opponent's creature attacks, you tap this creature to stop the attack.)



### EXPLOSIVE FIGHTER UCARN
Rarity: Rare | Number: 76
Civilization: Fire | Race: Creature
Type: Dragonoid | Cost: 5
Power: 9000
Special: When in battle zone, put 2 cards from your mana zone into your graveyard.



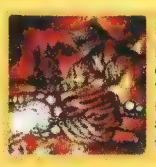
### FAERIE CHILD
Rarity: Uncommon | Number: 30
Civilization: Water | Race: Creature
Type: Cyber Virus | Cost: 4
Power: 2000
Special: This creature can't be blocked.



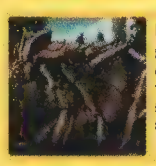
### FATAL ATTACKER HORVATH
Rarity: Common | Number: 77
Civilization: Fire | Race: Creature
Type: Human | Cost: 3
Power: 2000
Special: While you have at least 1 Armorloid in the battle zone, this creature gets +2000 power.



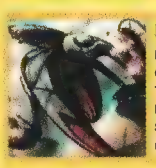
### FEAR FANG
Rarity: Common | Number: 95
Civilization: Nature | Race: Creature
Type: Beast Folk | Cost: 3
Power: 3000
Special: None



### FIRE SWEEPER BURNING HELLION
Rarity: Common | Number: 78
Civilization: Fire | Race: Creature
Type: Dragonoid | Cost: 4
Power: 3000
Special: Power attacker +2000 (While attacking, this creature gets +2000 power.)



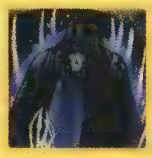
### FOREST HORNET
Rarity: Uncommon | Number: 96
Civilization: Nature | Race: Creature
Type: Giant Insect | Cost: 4
Power: 4000
Special: None



### FREI, VIZIER OF AIR
Rarity: Uncommon | Number: 4
Civilization: Light | Race: Creature
Type: Initiate | Cost: 4
Power: 3000
Special: At the end of each of your turns, you may untap this creature.



### GATLING SKYTERROR
Rarity: Very Rare | Number: 79
Civilization: Fire | Race: Creature
Type: Armored Wyvern | Cost: 7
Power: 7000
Special: This creature attacks untapped creatures. Double breaker (This creature breaks 2 shields.)



### GHOST TOUCH
Rarity: Common | Number: 54
Civilization: Darkness | Race: Spell
Cost: 2
Special: Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)



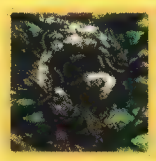
### GIGABEROS
Rarity: Rare | Number: 55
Civilization: Darkness | Race: Creature
Type: Chimera | Cost: 5
Power: 8000
Special: When this creature is in battle zone, destroy any two 2 of your creatures.



### GIGAGIELE
Rarity: Rare | Number: 56
Civilization: Darkness | Race: Creature
Type: Chimera | Cost: 5
Power: 3000
Special: Slayer (When this creature loses a battle, destroy the other creature.)



### GIGARGON
Rarity: Very Rare | Number: 57
Civilization: Darkness | Race: Creature
Type: Chimera | Cost: 8
Power: 3000
Special: When you put this creature into the battle zone, return up to 2 creatures from your graveyard to your hand.



### GOLDEN WING STRIKER
Rarity: Common | Number: 97
Civilization: Nature | Race: Creature
Type: Beast Folk | Cost: 3
Power: 2000
Special: Power attacker +2000 (While attacking, this creature gets +2000 power.)



### GRAN GURE, SPACE GUARDIAN
Rarity: Very Rare | Number: 5
Civilization: Light | Race: Creature
Type: Guardian | Cost: 6
Power: 9000
Special: Blocker (When an opponent's creature attacks, you tap this creature to stop the attack).



### HANUSA, RADIENCE ELEMENTAL
Rarity: Super Rare | Number: 1
Civilization: Light | Race: Creature
Type: Angel Command | Cost: 7
Power: 9500
Special: Double breaker (This creature breaks 2 shields.)



### HOLY AWE
Rarity: Rare | Number: 6
Civilization: Light | Race: Spell
Cost: 6
Special: Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)



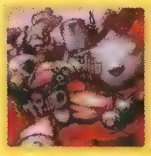
### HUNTER FISH
Rarity: Common | Number: 31
Civilization: Water | Race: Creature
Type: Fish | Cost: 2
Power: 3000
Special: Blocker (When an opponent's creature attacks, you tap this creature to stop the attack).



### IERE, VIZIER OF BULLETS
Rarity: Common | Number: 7
Civilization: Light | Race: Creature
Type: Initiate | Cost: 3
Power: 3000
Special: None



### ILLUSIONARY MERFOLK
Rarity: Uncommon | Number: 32
Civilization: Water | Race: Creature
Type: Gel Fish | Cost: 5
Power: 4000
Special: When in battle zone, if you have a Cyber Lord in battle zone, draw up to 3 cards.



### IMMORTAL BARON, VORG
Rarity: Common
Number: 80
Civilization: Fire
Race: Creature
Type: Human
Cost: 2
Power: 2000
Special: None



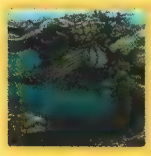
### IOCANT, THE ORACLE
Rarity: Uncommon
Number: 8
Civilization: Light
Race: Creature
Type: Light Bringer
Cost: 2
Power: 2000
Special: Blocker (When an opponent's creature attacks, you tap this creature to stop the attack).



### KING CORAL
Rarity: Uncommon
Number: 33
Civilization: Water
Race: Creature
Type: Leviathan
Cost: 3
Power: 1000
Special: Blocker (When an opponent's creature attacks, you tap this creature to stop the attack).



### KING DEPTHCON
Rarity: Super Rare
Number: 4
Civilization: Water
Race: Creature
Type: Leviathan
Cost: 7
Power: 6000
Special: Double breaker (This creature breaks 2 shields.)



### KING RIPPED-HIDE
Rarity: Very Rare
Number: 34
Civilization: Water
Race: Creature
Type: Leviathan
Cost: 7
Power: 5000
Special: When you put this creature into the battle zone, draw up to 2 cards.



### LA URA GIGA, SKY GUARDIAN
Rarity: Common
Number: 9
Civilization: Light
Race: Creature
Type: Guardian
Cost: 1
Power: 2000
Special: Blocker (When an opponent's creature attacks, you tap this creature to stop the attack).



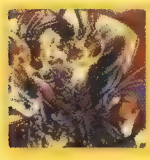
### LAH, PURIFICATION ENFORCER
Rarity: Rare
Number: 10
Civilization: Light
Race: Creature
Type: Berserker
Cost: 5
Power: 5500
Special: None



### LASER WING
Rarity: Rare
Number: 11
Civilization: Light
Race: Spell
Cost: 5
Special: Choose up to 2 of your creatures in the battle zone. They can't be blocked this turn.



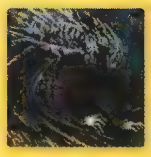
### LOK, VIZIER OF HUNTING
Rarity: Uncommon
Number: 12
Civilization: Light
Race: Creature
Type: Initiate
Cost: 4
Power: 4000
Special: None



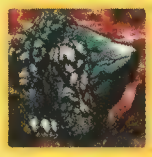
### MAGMA GAZER
Rarity: Rare
Number: 81
Civilization: Fire
Race: Spell
Cost: 3
Special: One of your creatures gets "power attacker +4000" and "double breaker" until the end of the turn.



### MARINE FLOWER
Rarity: Common
Number: 35
Civilization: Water
Race: Creature
Type: Cyber Virus
Cost: 1
Power: 2000
Special: Blocker (When an opponent's creature attacks, you tap this creature to stop the attack).



### MASKED HORROR, SHADOW OF SCORN
Rarity: Uncommon
Number: 58
Civilization: Darkness
Race: Creature
Type: Ghost
Cost: 5
Power: 1000
Special: When you put this creature into the battle zone, your opponent discards a card.



### METEOSAUR
Rarity: Uncommon
Number: 82
Civilization: Fire
Race: Creature
Type: Rock Beast
Cost: 5
Power: 2000
Special: When in battle zone, you may destroy 1 of your opponent's that has power 2000 or less.



### MIELE, VIZIER OF LIGHTNING
Rarity: Common
Number: 13
Civilization: Light
Race: Creature
Type: Initiate
Cost: 3
Power: 1000
Special: When in battle zone, you may choose 1 of your opponent's creatures and tap it.



### MIGHTY SHOUTER
Rarity: Common
Number: 98
Civilization: Nature
Race: Creature
Type: Beast Folk
Cost: 3
Power: 2000
Special: When this creature would be destroyed, put it into your mana zone instead.



### MOONLIGHT FLASH
Rarity: Uncommon
Number: 14
Civilization: Light
Race: Spell
Cost: 4
Special: Choose up to 2 of your opponent's creatures in the battle zone and tap them.



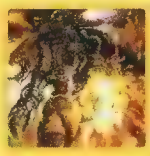
### NATURAL SNARE
Rarity: Rare
Number: 99
Civilization: Nature
Race: Spell
Cost: 6
Special: Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)



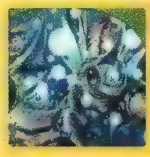
### NIGHT MASTER, SHADOW OF DECAY
Rarity: Rare
Number: 59
Civilization: Darkness
Race: Creature
Type: Ghost
Cost: 8
Power: 3000
Special: Blocker (When an opponent's creature attacks, you may tap this creature.)



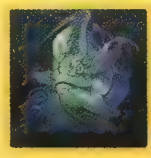
### NOMAD HERO GIGIO
Rarity: Rare
Number: 83
Civilization: Fire
Race: Creature
Type: Machine Eater
Cost: 5
Power: 3000
Special: This creature can attack untapped creatures.



### ONSLAUGHTER TRICEPS
Rarity: Uncommon
Number: 84
Civilization: Fire
Race: Creature
Type: Dragonoid
Cost: 3
Power: 5000
Special: When in battle zone, put 1 card from your mana zone into your graveyard.



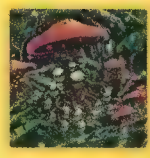
### PANGEA'S SONG
Rarity: Uncommon
Number: 100
Civilization: Nature
Race: Spell
Cost: 1
Special: Put 1 of your creatures from the battle zone into your mana zone.



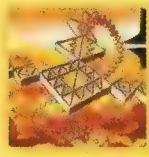
### PHANTOM FISH
Rarity: Common
Number: 36
Civilization: Water
Race: Creature
Type: Gel Fish
Cost: 3
Power: 4000
Special: Blocker (When an opponent's creature attacks, you tap this creature to stop the attack).



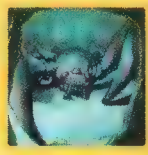
### POISONOUS DAHLIA
Rarity: Uncommon
Number: 101
Civilization: Nature
Race: Creature
Type: Tree Folk
Cost: 4
Power: 5000
Special: This creature can't attack players.



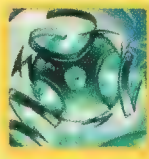
### POISONOUS MUSHROOM
Rarity: Uncommon
Number: 102
Civilization: Nature
Race: Creature
Type: Balloon Mushroom
Cost: 2
Power: 1000
Special: When in battle zone, you may put 1 card from your hand into your mana zone.



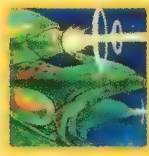
### RAYLA, TRUTH ENFORCER
Rarity: Very Rare
Number: 15
Civilization: Light
Race: Creature
Type: Berserker
Cost: 6
Power: 3000
Special: Take a spell from your deck, show that spell to your opponent and re-enter card in deck.



### RED-EYE SCORPION
Rarity: Rare
Number: 103
Civilization: Nature
Race: Creature
Type: Giant Insect
Cost: 5
Power: 4000
Special: When this creature would be destroyed, put it into your mana zone instead.



### REUSOL, THE ORACLE
Rarity: Common
Number: 16
Civilization: Light
Race: Creature
Type: Light Bringer
Cost: 2
Power: 2000
Special: None



### REVOLVER FISH
Rarity: Uncommon
Number: 37
Civilization: Water
Race: Creature
Type: Gel Fish
Cost: 4
Power: 5000
Special: Blocker (When an opponent's creature attacks, you tap this creature to stop the attack).



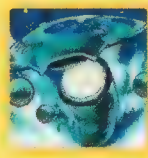
### ROARING GREAT-HORN
Rarity: Super Rare
Number: 10
Civilization: Nature
Race: Creature
Type: Horned Beast
Cost: 7
Power: 8000
Special: Power attacker +2000 (While attacking, this creature gets +2000 power.)



### ROTHUS, THE TRAVELER
Rarity: Rare
Number: 85
Civilization: Fire
Race: Creature
Type: Armorloid
Cost: 4
Power: 4000
Special: When you put this creature into the battle zone, destroy 1 of your creatures.



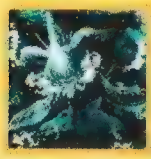
### RUBY GRASS
Rarity: Uncommon
Number: 17
Civilization: Light
Race: Creature
Type: StarLight Tree
Cost: 3
Power: 3000
Special: Blocker (When an opponent's creature attacks, you tap this creature to stop the attack).



### SAUCER-HEAD SHARK
Rarity: Rare
Number: 38
Civilization: Water
Race: Creature
Type: Gel Fish
Cost: 5
Power: 3000
Special: Return each creature in the battle zone that has power 2000 or less to its owner's hand.



### SCARLET SKYTERROR
Rarity: Super Rare
Number: 8
Civilization: Fire
Race: Creature
Type: Armored Wyvern
Cost: 8
Power: 3000
Special: When you put this creature into the battle zone, destroy all creatures that have "blocker."



### SEAMINE
Rarity: Very Rare | Number: 39
Civilization: Water | Race: Creature
Type: Fish | Cost: 6
Power: 4000
Special: Blocker (When an opponent's creature attacks, you tap this creature to stop the attack.)



### SENATINE JADE TREE
Rarity: Common | Number: 18
Civilization: Light | Race: Creature
Type: StarLight Tree | Cost: 3
Power: 4000
Special: Blocker (When an opponent's creature attacks, you tap this creature to stop the attack.)



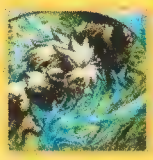
### SKELETON SOLDIER, THE DEFILED
Rarity: Common | Number: 60
Civilization: Darkness | Race: Creature
Type: Living Dead | Cost: 4
Power: 3000
Special: None



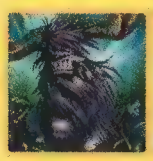
### SOLAR RAY
Rarity: Common | Number: 19
Civilization: Light | Race: Spell
Cost: 2
Special: Shield trigger (When this spell is put into your hand from your shield zone, you may cast it immediately for no cost.)



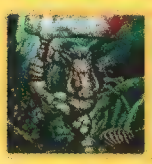
### SONIC WING
Rarity: Common | Number: 20
Civilization: Light | Race: Spell
Cost: 3
Special: Choose 1 of your creatures in the battle zone. It can't be blocked this turn.



### SPIRAL GATE
Rarity: Common | Number: 40
Civilization: Water | Race: Spell
Cost: 2
Special: Shield trigger (Choose 1 creature in the battle zone and return it to its owner's hand.)



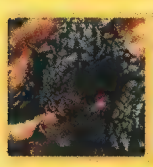
### STAMPEDING LONGHORN
Rarity: Rare | Number: 104
Civilization: Nature | Race: Creature
Type: Horned Beast | Cost: 5
Power: 4000
Special: This creature can't be blocked by any creature that has power 3000 or less.



### STEEL SMASHER
Rarity: Common | Number: 105
Civilization: Nature | Race: Creature
Type: Beast Folk | Cost: 2
Power: 3000
Special: This creature can't attack players.



### STINGER WORM
Rarity: Uncommon | Number: 61
Civilization: Darkness | Race: Creature
Type: Parasite Worm | Cost: 3
Power: 5000
Special: When you put this creature into the battle zone, destroy 1 of your creatures.



### STONESAUR
Rarity: Uncommon | Number: 86
Civilization: Fire | Race: Creature
Type: Rock Beast | Cost: 5
Power: 4000
Special: Power attacker +2000 (While attacking, this creature gets +2000 power.)



### STORM SHELL
Rarity: Rare | Number: 106
Civilization: Nature | Race: Creature
Type: Colony Beetle | Cost: 7
Power: 2000
Special: Your opponent chooses 1 of his creatures in the battle zone and puts it into his mana zone.



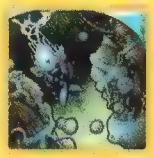
### SUPER EXPLOSIVE VOLCANODON
Rarity: Uncommon | Number: 87
Civilization: Fire | Race: Creature
Type: Dragonoid | Cost: 4
Power: 2000
Special: Power attacker +4000 (While attacking, this creature gets +4000 power.)



### SWAMP WORM
Rarity: Uncommon | Number: 62
Civilization: Darkness | Race: Creature
Type: Parasite Worm | Cost: 7
Power: 2000
Special: Your opponent chooses 1 of his creatures and destroys it.



### SZUBS KIN, TWILIGHT GUARDIAN
Rarity: Rare | Number: 21
Civilization: Light | Race: Creature
Type: Guardian | Cost: 5
Power: 6000
Special: Blocker (When an opponent's creature attacks, you tap this creature to stop the attack.)



### TELEPORTATION
Rarity: Rare | Number: 41
Civilization: Water | Race: Spell
Cost: 5
Special: Choose up to 2 creatures in the battle zone and return them to their owners' hands.



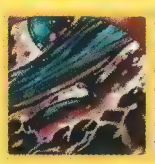
### TERROR PIT
Rarity: Rare | Number: 63
Civilization: Darkness | Race: Spell
Cost: 6
Special: Shield trigger (You may cast it immediately for no cost.) Destroy 1 of your opponent's creatures.



### THORNY MANDRA
Rarity: Very Rare | Number: 107
Civilization: Nature | Race: Creature
Type: Tree Folk | Cost: 5
Power: 4000
Special: When in battle zone, you put 1 creature from your graveyard into your mana zone.



### TOEL, VIZIER OF HOPE
Rarity: Uncommon | Number: 22
Civilization: Light | Race: Creature
Type: Initiate | Cost: 5
Power: 2000
Special: At the end of each of your turns, you may untap all your creatures in the battle zone.



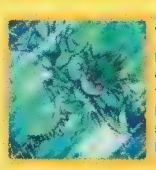
### TORNADO FLAME
Rarity: Uncommon | Number: 88
Civilization: Fire | Race: Spell
Cost: 5
Special: Shield trigger (Cast it immediately for no cost.) Destroy 1 of your opponent's creatures that has power 4000 or less.



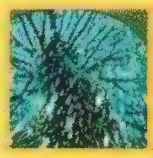
### TOWER SHELL
Rarity: Very Rare | Number: 108
Civilization: Nature | Race: Creature
Type: Colony Beetle | Cost: 6
Power: 5000
Special: This creature can't be blocked by any creature that has power 4000 or less.



### TRI-HORN SHEPHERD
Rarity: Rare | Number: 109
Civilization: Nature | Race: Creature
Type: Horned Beast | Cost: 5
Power: 5000
Special: None



### TROPICO
Rarity: Rare | Number: 42
Civilization: Water | Race: Creature
Type: Cyber Lord | Cost: 5
Power: 3000
Special: This creature can't be blocked while you have at least 2 other creatures in battle zone.



### ULTIMATE FORCE
Rarity: Common | Number: 110
Civilization: Nature | Race: Spell
Cost: 11
Special: Put the top 2 cards of your deck into your mana zone.



### UNICORN FISH
Rarity: Rare | Number: 43
Civilization: Water | Race: Creature
Type: Fish | Cost: 4
Power: 1000
Special: When in battle zone, choose 1 creature in battle zone and return it to its owner's hand.



### URTH, PURIFYING ELEMENTAL
Rarity: Super Rare | Number: 2
Civilization: Light | Race: Creature
Type: Angel Command | Cost: 6
Power: 6000
Special: Double breaker (This creature breaks 2 shields.)



### VAMPIRE SILPHY
Rarity: Very Rare | Number: 64
Civilization: Darkness | Race: Creature
Type: Dark Lord | Cost: 8
Power: 4000
Special: When in battle zone, destroy all creatures that have power 3000 or less.



### VIRTUAL TRIPWIRE
Rarity: Common | Number: 44
Civilization: Water | Race: Spell
Cost: 3
Special: Choose 1 of your opponent's creatures in the battle zone and tap it.



### WANDERING BRAINEATER
Rarity: Common | Number: 65
Civilization: Darkness | Race: Creature
Type: Living Dead | Cost: 2
Power: 2000
Special: Blocker (When an opponent's creature attacks, tap this creature to stop the attack.)



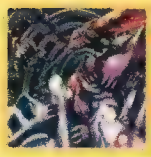
### WRITHING BRAIN GHOUL
Rarity: Common | Number: 66
Civilization: Darkness | Race: Creature
Type: Living Dead | Cost: 2
Power: 2000
Special: None



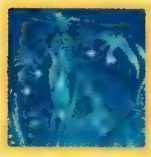
### ZAGAAN, KNIGHT OF DARKNESS
Rarity: Super Rare | Number: 6
Civilization: Darkness | Race: Creature
Type: Demon Command | Cost: 6
Power: 7000
Special: Double breaker (This creature breaks 2 shields.)



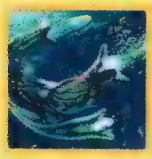
# DUEL MASTERS:
# EVO CRUSHINATORS OF DOOM DECK



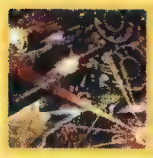
### AMBER PIERCER
Rarity: Rare
Number: 23
Civilization: Darkness
Race: Brain Jacker
Type: Creature
Cost: 4
Power: 2000
Special: Whenever this creature attacks, return a creature from your graveyard to your hand.



### AQUA BOUNCER
Rarity: Rare
Number: 12
Civilization: Water
Race: Liquid People
Type: Creature
Cost: 6
Power: 1000
Special: When an opponent's creature attacks, tap this creature to stop the attack.



### AQUA SHOOTER
Rarity: Common
Number: 13
Civilization: Water
Race: Liquid People
Type: Creature
Cost: 4
Power: 2000
Special: When an opponent's creature attacks, tap this creature to stop the attack.



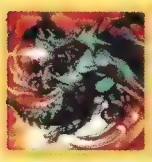
### ARMORED BLASTER VALDIOS
Rarity: Super Rare
Number: S4
Civilization: Fire
Race: Human
Type: Evolution
Cost: 4
Power: 6000
Special: Evolution-Put on one of your Humans. Each of your other Humans gets +1000 power.



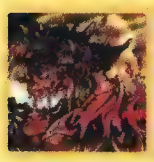
### ARMORED CANNON BALBARO
Rarity: Uncommon
Number: 34
Civilization: Fire
Race: Human
Type: Evolution
Cost: 3
Power: 3000+
Special: Evolution-Put on Human. This creature gets +2000 power for each Human in battle zone.



### BARKWHIP, THE SMASHER
Rarity: Uncommon
Number: 45
Civilization: Nature
Race: Beast Folk
Type: Evolution
Cost: 2
Power: 5000
Special: Evolution-Put on one of your Beast Folk. Each of your other Beast Folk gets +2000 power.



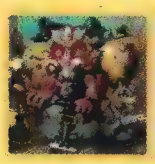
### BOLZARD DRAGON
Rarity: Very Rare
Number: 35
Civilization: Fire
Race: Armored Dragon
Type: Creature
Cost: 6
Power: 5000
Special: Choose a card in your opponent's mana zone and put it into his graveyard



### BOMBERSAUR
Rarity: Rare
Number: 36
Civilization: Fire
Race: Rock Beast
Type: Creature
Cost: 5
Power: 5000
Special: When destroyed, each player chooses 2 cards in mana zone and puts them into graveyard.



### BURST SHOT
Rarity: Uncommon
Number: 37
Civilization: Fire
Race: N/A
Type: Spell
Cost: 6
Power: N/A
Special: Shield trigger (Destroy all creatures that have power 2000 or less.)



### CAVALRY GENERAL CURATOPS
Rarity: Uncommon
Number: 38
Civilization: Fire
Race: Dragonoid
Type: Creature
Cost: 3
Power: 2000
Special: This creature can attack untapped creatures.



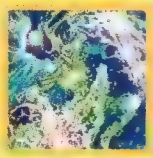
### CHAOS WORM
Rarity: Uncommon
Number: 24
Civilization: Darkness
Race: Parasite Worm
Type: Evolution
Cost: 5
Power: 5000
Special: Evolution-Put on one of your Parasite Worms.



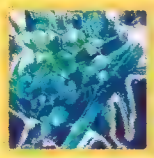
### CORILE
Rarity: Common
Number: 14
Civilization: Water
Race: Cyber Lord
Type: Creature
Cost: 5
Power: 2000
Special: When in battle zone, choose one of your opponent's creatures and put it on top of his deck.



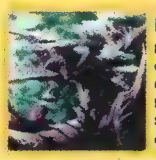
### CRITICAL BLADE
Rarity: Common
Number: 25
Civilization: Darkness
Race: N/A
Type: Spell
Cost: 2
Power: N/A
Special: Shield trigger (Destroy one of your opponent's creatures that has "blocker.")



### CRYSTAL BLOCKER
Rarity: Uncommon
Number: 15
Civilization: Water
Race: Liquid People
Type: Evolution
Cost: 6
Power: 8000
Special: Evolution-Put on one of your Liquid People. This creature can't be blocked.



### CRYSTAL PALADIN
Rarity: Super Rare
Number: S2
Civilization: Water
Race: Liquid People
Type: Evolution
Cost: 4
Power: 5000
Special: Evolution-Put on one of your Liquid People.



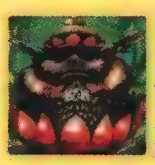
### DARK TITAN MAGINN
Rarity: Very Rare
Number: 26
Civilization: Darkness
Race: Demon Command
Type: Creature
Power: 4000
Cost: 6
Special: When this creature attacks, your opponent discards a card at random from his hand.



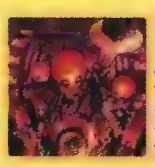
### DIAMOND CUTTER
Rarity: Uncommon
Number: 1
Civilization: Light
Race: N/A
Type: Spell
Cost: 5
Power: N/A
Special: This turn, Ignore any effects that prevent your creatures from attacking your opponent.



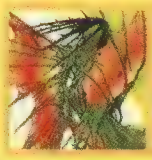
### DOGARN, THE MARAUDER
Rarity: Rare
Number: 39
Civilization: Fire
Race: Armoroid
Type: Creature
Cost: 3
Power: 2000+
Special: This creature gets +2000 power for each other tapped creature in the battle zone.



### ELF-X
Rarity: Rare
Number: 46
Civilization: Nature
Race: Tree Folk
Type: Creature
Cost: 4
Power: 2000
Special: Your creatures each cost 1 less to summon. They can't cost less than 1.



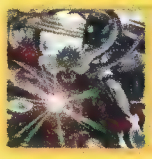
### ENGINEER KIPO
Rarity: Common
Number: 40
Civilization: Fire
Race: Machine Eater
Type: Creature
Cost: 2
Power: 2000
Special: When destroyed, each player chooses a card in mana zone and puts it into graveyard.



### ESSENCE ELF
Rarity: Common
Number: 47
Civilization: Nature
Race: Tree Folk
Type: Creature
Cost: 2
Power: 1000
Special: Your spells each cost 1 less to cast. They can't cost less than 1.



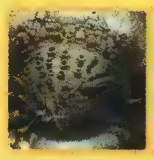
### ETHEL, STAR SEA ELEMENTAL
Rarity: Very Rare
Number: 2
Civilization: Light
Race: Angel Command
Type: Creature
Cost: 6
Power: 5500
Special: This creature can't be blocked.



### FIGHTER DUAL FANG
Rarity: Super Rare
Number: S5
Civilization: Nature
Race: Beast Folk
Type: Evolution
Cost: 6
Power: 8000
Special: Evolution-Put on one of your Beast Folk.



### FONCH, THE ORACLE
Rarity: Common
Number: 3
Civilization: Light
Race: Light Bringer
Type: Creature
Cost: 4
Power: 2000
Special: Choose one of your opponent's creatures in the battle zone and tap it.



### FORTRESS SHELL
Rarity: Rare
Number: 48
Civilization: Nature
Race: Colony Beetle
Type: Creature
Cost: 9
Power: 5000
Special: Choose up to 2 cards in your opponent's mana zone and put them into his graveyard.



### GALSAUR
Rarity: Common
Number: 41
Civilization: Fire
Race: Rock Beast
Type: Creature
Cost: 5
Power: 4000+
Special: This creature has "power attacker +4000" and " double breaker."



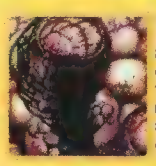
### GENERAL DARK FIEND
Rarity: Rare
Number: 27
Civilization: Darkness
Race: Dark Lord
Type: Creature
Cost: 5
Power: 6000
Special: Choose one of your shields without looking and put it into your graveyard.



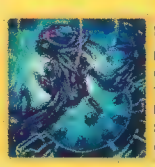
### GIGASTAND
Rarity: Common
Number: 28
Civilization: Darkness
Race: Chimera
Type: Creature
Cost: 4
Power: 3000
Special: Return this creature to your hand instead of graveyard. Discard a card from your hand.



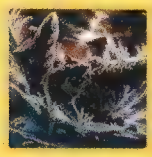
### GRAY BALLOON, SHADOW OF GREED
Rarity: Uncommon
Number: 29
Civilization: Darkness
Race: Ghost
Type: Creature
Cost: 3
Power: 3000
Special: Blocker (When an opponent's creature attacks, you tap this creature to stop the attack.)



### HORRID WORM
Rarity: Common
Number: 30
Civilization: Darkness
Race: Parasite Worm
Type: Creature
Cost: 3
Power: 2000
Special: When this creature attacks, your opponent discards a card at random from his hand.



### HYPERSQUID WALTER
Rarity: Rare
Number: 16
Civilization: Water
Race: Cyber Lord
Type: Creature
Cost: 3
Power: 1000
Special: Whenever this creature attacks, you may draw a card.



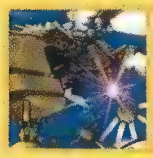
### KING NAUTILUS
Rarity: Rare
Number: 17
Civilization: Water
Race: Leviathan
Type: Creature
Cost: 8
Power: 6000
Special: Liquid People can't be blocked. Double breaker (This creature breaks 2 shields.)



### LADIA BALE, THE INSPIRATIONAL
Rarity: Super Rare
Number: S1
Civilization: Light
Race: Guardian
Type: Evolution
Cost: 6
Power: 9500
Special: Blocker (When an opponent's creature attacks, tap this creature to stop the attack.)



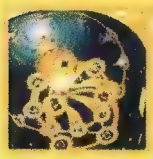
### LAGUNA, LIGHTNING ENFORCER
Rarity: Rare
Number: 4
Civilization: Light
Race: Berzerker
Type: Creature
Cost: 5
Power: 2500
Special: Take a spell from your deck, show spell to your opponent, and put it into your hand.



### LARBA GEER, THE IMMACULATE
Rarity: Uncommon
Number: 5
Civilization: Light
Race: Guardian
Type: Evolution
Cost: 3
Power: 5000
Special: Evolution-Put on one of your Guardians.



### LEAPING TORNADO HORN
Rarity: Common
Number: 49
Civilization: Nature
Race: Horned Beast
Type: Creature
Cost: 3
Power: 2000+
Special: This creature gets +1000 power for each other creature you have in the battle zone.



### LOGIC CUBE
Rarity: Common
Number: 6
Civilization: Light
Race: N/A
Type: Spell
Cost: 3
Power: N/A
Special: Shield trigger (Take a spell from your deck, show spell to opponent, put it in your hand.



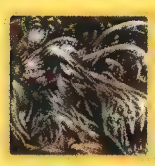
### LOST SOUL
Rarity: Uncommon
Number: 31
Civilization: Darkness
Race: N/A
Type: Spell
Cost: 7
Power: N/A
Special: Your opponent discards all cards from his hand.



### MAGRIS, VIZIER OF MAGNETISM
Rarity: Common
Number: 7
Civilization: Light
Race: Initiate
Type: Creature
Cost: 4
Power: 3000
Special: When you put this creature into the battle zone, you may draw a card



### MANA CRISIS
Rarity: Uncommon
Number: 50
Civilization: Nature
Race: N/A
Type: Spell
Cost: 4
Power: N/A
Special: Shield trigger (Choose a card in your opponent's mana zone, put it into his graveyard.)



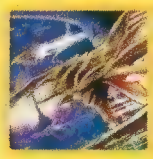
### MARROW OOZE, THE TWISTER
Rarity: Common
Number: 32
Civilization: Darkness
Race: Living Dead
Type: Creature
Cost: 1
Power: 1000
Special: Blocker (When this creature attacks a player, destroy it after the attack.)



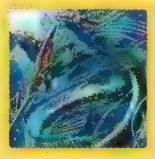
### METALWING SKYTERROR
Rarity: Rare
Number: 42
Civilization: Fire
Race: Armored Wyvern
Type: Creature
Cost: 7
Power: 6000
Special: Destroy one of your opponent's creatures that has "blocker."



### MINI TITAN GETT
Rarity: Common
Number: 43
Civilization: Fire
Race: Human
Type: Creature
Cost: 2
Power: 2000+
Special: This creature attacks each turn if able. Power attacker +1000



### PHAL EEGA, DAWN GUARDIAN
Rarity: Rare
Number: 8
Civilization: Light
Race: Guardian
Type: Creature
Cost: 5
Power: 4000
Special: When in battle zone, you may return a spell from your graveyard to your hand.



### PLASMA CHASER
Rarity: Very Rare
Number: 18
Civilization: Water
Race: Gel Fish
Type: Creature
Cost: 6
Power: 4000
Special: Draw a number of cards equal to the number of creatures opponent has in battle zone.



### POISON WORM
Rarity: Rare
Number: 33
Civilization: Darkness
Race: Parasite Worm
Type: Creature
Cost: 4
Power: 4000
Special: When in battle zone, destroy one of your creatures that has power 3000 or less.



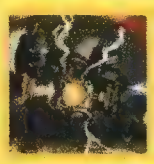
### RAINBOW STONE
Rarity: Common
Number: 51
Civilization: Nature
Race: N/A
Type: Spell
Cost: 4
Power: N/A
Special: Take a card from your deck and put it into your mana zone. Then shuffle your deck.



### RECON OPERATION
Rarity: Common
Number: 19
Civilization: Water
Race: N/A
Type: Spell
Cost: 2
Power: N/A
Special: Look at up to 3 of your opponent's shields. Then put them back where they were.



### RESO PACOS, CLEAR SKY GUARDIAN
Rarity: Common
Number: 9
Civilization: Light
Race: Guardian
Type: Creature
Cost: 3
Power: 3000
Special: None



### RUMBLE GATE
Rarity: Common
Number: 44
Civilization: Fire
Race: N/A
Type: Spell
Cost: 4
Power: N/A
Special: Each of your creatures in the battle zone gets +1000 power until the end of the turn.



### RUMBLING TERAHORN
Rarity: Rare
Number: 52
Civilization: Nature
Race: Horned Beast
Type: Creature
Cost: 5
Power: 3000
Special: Take a creature from deck, show that creature to your opponent, put it into your hand.



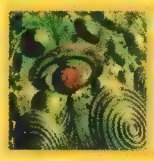
### SCISSOR EYE
Rarity: Common
Number: 20
Civilization: Water
Race: Gel Fish
Type: Creature
Cost: 4
Power: 3000
Special: None



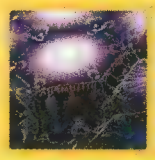
### SILVER AXE
Rarity: Common
Number: 53
Civilization: Nature
Race: Beast Folk
Type: Creature
Cost: 3
Power: 1000
Special: Whenever this creature attacks, you may put the top card of your deck into your mana zone.



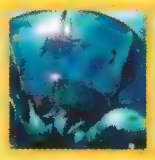
### SILVER FIST
Rarity: Uncommon
Number: 54
Civilization: Nature
Race: Beast Folk
Type: Creature
Cost: 4
Power: 3000+
Special: Power attacker +2000 (While attacking, this creature gets +2000 power.)



### SPIRAL GRASS
Rarity: Rare
Number: 10
Civilization: Light
Race: StarLight Tree
Type: Creature
Cost: 4
Power: 2500
Special: Blocker (Whenever an opponent's creature attacks, tap this creature to stop the attack.)



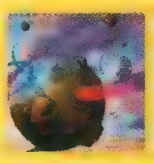
### STAINED GLASS
Rarity: Uncommon
Number: 21
Civilization: Water
Race: Cyber Virus
Type: Creature
Cost: 3
Power: 1000
Special: Choose one of your opponent's fire or nature creatures and return to owner's hand.



### THOUGHT PROBE
Rarity: Uncommon
Number: 22
Civilization: Water
Race: N/A
Type: Spell
Cost: 4
Power: N/A
Special: Shield trigger (If your opponent has 3 or more creatures in the battle zone, draw 3 cards.



### ULTRACIDE WORM
Rarity: Super Rare
Number: S3
Civilization: Darkness
Race: Parasite Worm
Type: Evolution
Cost: 6
Power: 11000
Special: Evolution-Put on one of your Parasite Worms.



### WYN, THE ORACLE
Rarity: Uncommon
Number: 11
Civilization: Light
Race: Light Bringer
Type: Creature
Cost: 2
Power: 1500
Special: Look at one of your opponent's shields. Then put it back where it was.



### XENO MANTIS
Rarity: Very Rare
Number: 55
Civilization: Nature
Race: Giant Insect
Type: Creature
Cost: 7
Power: 6000
Special: This creature can't be blocked by any creature that has power 5000 or less.



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## WORLD CYBER GAMES

## Grand Final in San Francisco

- Date : Oct. 6 -10 ( 5 days )
- Venue : Bill Graham Civic Auditorium, San Francisco
- No. of participants : Approximately 700 players from 60 countries
- Prize money : $400,000
- Official Games : 6 PC Games and 2 Console Games

| | |
|---|---|
| 6 PC Games | StarCraft® : Brood War™<br>WarCraft® III : The Frozen Throne™<br>Counter-Strike™ : Condition-Zero<br>Need for Speed™ : Underground<br>FIFA Soccer 2004™<br>Unreal™ Tournament 2004 |
| 2 Console Games | Halo™ (Xbox)<br>Project Gotham Racing 2® (Xbox) |

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# FINAL FANTASY: CRYSTAL CHRONICLES



By Ed McGlothlin

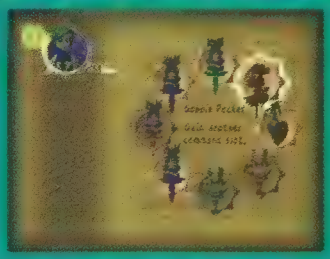
**Square has returned to the GameCube, but not without leaving the Game Boy Advance behind. *Final Fantasy: Crystal Chronicles* brings together two systems like no title before it, and is the best example yet of the unique gameplay possible when you connect the GBA to its big brother.**

The game may be *Final Fantasy* by name, but it plays more like the action RPGs Square made famous with *Secret of Mana*. Up to four players will travel the game's dungeons picking up a variety of items and materials, cooperating to create massive spells, and competing for the best rewards. This guide will explain the game's unique GBA controls and give you tips on every one of the two dozen areas.

## GBA STRATEGY: SINGLE-PLAYER



*Crystal Chronicles* can be played with just a GameCube controller in single-player, but even then, a GBA is necessary to fully exploit what the game has to offer. When playing by yourself, be sure to hook a GBA into the second player slot on your GC system.



This is the only place to see your level objective in single-player mode. While you won't be competing to fulfill your objective better than other players, the better you follow it, the more points you earn, and the better set of artifacts you will choose from at the end of the level.

Some objectives are hopeless in single-player, such as not picking up items, but keep your GBA connected so you know the conditions. It may be a hassle to focus attacks if you aren't a natural fighter, but the rewards are worth the trouble. Always remember that you can fuse together attacks such as flamestrike and icestrike in your command list when in single-player – just select an extra weapon and the appropriate magicite.




## GBA STRATEGY: MULTIPLAYER

You must use a GBA to control your character in multiplayer, and that means deft use of the system's buttons while switching between the portable and television screens. During normal play, all your battle commands are executed on the GameCube, and your GBA screen is occupied with one of the four maps.

But when you need to change those commands, shop, or otherwise check the status of something, you must do so on your GBA. Battles will not stop for you, so get familiar with the menus and controls to avoid wasting valuable combat time staring at your GBA.

You get a chance to sort your command list before the level, so equip Phoenix Downs, foods, and other items here. Whatever you pick up is automatically added to your command list, so put your most important command at the bottom of the list. This way, you'll only have to push L once to access it.

With your GBA turned on and plugged into the GameCube, get ready to create a character and tackle the varied levels of *Crystal Chronicles* with two different screens at your disposal.

# SWISS ARMY MOOGLE







Besides the objective, your GBA will display one of four handy maps usually distributed among the players in multiplayer mode. The type of map displayed is one of the many single-player uses for your moogle, this time based on what color you decide to paint him.

Yes, paint him. In each of the game's 23 Moogle Nests, you can speak with the moogle that accompanies you when playing solo. You can paint him red, blue or green, wash him clean, and even trim his hair. The color affects both the spells he casts and the radar displayed on your GBA.

## RUNNING HOT AND COLD

**Your moogle can also carry the chalice, but he will get tired eventually. Give him more stamina by trimming his hair, letting it grow only for colder levels. Make sure to cut it for the heat of Kilanda and Lynari Desert.**

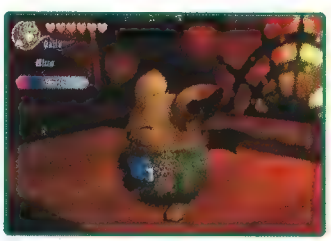
**HOT**

- Kilanda
- Lynari Desert

**COLD**

- Tida
- Selepation Cave
- Veo Lu Sluice
- Conall Curach
- Rebena Te Ra
- Mount Vellenge




# COLOR ME MOOGLE

**Red – Monster Radar – casts Fire**
**Blue – Treasure Radar – casts Blizzard**
**Green – Monster Info – casts Thunder**
**Clear – Level Map – casts random**

**The monster radar shows enemies as X marks, bosses as red Xs. The treasure radar shows treasure chests, while the Monster Info displays data on whatever you are currently fighting, including HP, weaknesses, and items carried.**

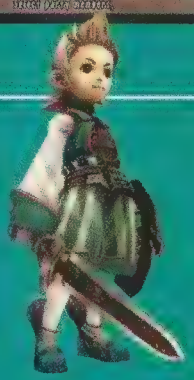
**Only equip your map if you keep getting lost. Most other times, the extra enemy info or monster radar will be more useful. Note: you cannot paint his tail.**

# CHOOSING YOUR TRIBE

The four tribes have historically been at war, but are now working together to fight the miasma. Some are what you would expect from an RPG, but many of their differences in combat are more subtle.



## SELKIES
### Focused Attackers



Though not quite the strongest, the Selkies are best suited for melee combat. They have both a useful defensive move and a variety of powerful focus attacks—hold down the attack button to charge these attacks, which vary depending on your weapon. They have remarkable range and power, and they make Selkies the most entertaining choice for single-player exploring.

## CLAVATS
### Balanced Adventures



The other human-like tribe, Clavats are dependably balanced, capable with magic or weapons, and have decent defense. This makes them an excellent choice for single-player. Their lack of specialty can make them less useful in multiplayer, but you can power up your Clavat specifically in magic, attack, or defense to make up for this.

## LILTIES
### Pint-sized Powerhouse



The smallest tribe produces the strongest warriors. Lilties have the highest attack and defense, though they are expectedly weak in magic. Venturing out alone as a Lilty means a tough time against enemies designed to be fought with magic, though your high defense means you should survive anyway.

## YUKES
### Studious Magicians



Balancing out the Lilties are the Yukes, a quiet tribe of magic-slingers who are increasingly useful as the game goes on. You may even want a caravan with a pair of these powerful mages, as combining spells is the key to more powerful attacks later in your journey. Their strength and defense is quite low, but you shouldn't have a Yuke in melee combat.

## MAKING MAGIC




The art of combining spells is essential to success. In single-player you can simply combine your own magicite by placing the two you want combined next to each other in your command list.



But multiplayer games require sharp timing between all the casters, and not all spells are timed the same. Basic spells have each player cast at the same time, but more advanced ones require a slightly staggered cast, or one character starting and the rest casting a second later. Look at the list of combinations below and experiment to perfect the timing on each spell:







### SPELL MIXES

**Any 2 elements** – Gravity
**All 3 elements** – Gravira, Graviga

**2 Fire** – Fira
**3 Fire** – Firaga

**2 Thunder** – Thundara
**3 Thunder** – Thundaga

**2 Blizzard** – Blizzara
**3 Blizzard** – Blizzaga

**Life, 1 element** – Holy*
**2 Life, 1 element** – Holyra
**3 Life, 1 element** – Holyra +1

**Life, 2 Cure** – Haste
**Life, 3 Cure** – Hastega

**Life, 1 element** – Slow**
**Life, 2 elements** – Stop
**2 Life** – Full-Life
**2 Clear** – Clearaga

*cast Life and the element at once for Holy
**cast Life, then cast the element after a short pause for Slow

# MOOGLE




In 23 different locations, a Moogle Nest is hiding with a friendly inhabitant. Get him to stamp your card—finding stamps that match means playing a special GBA-only mini-game, Blazin' Caravans. If you ever wanted to wonder what caravan racing would look like, this is your chance.

To figure out which levels you are missing, check your card against the list below, then follow the directions in the summary for each level.

**ROW 1:**
1 – Moschet Manor
2 – Mine of Cathurgies
3 – Tida
4 – Goblin Wall
5 – Port Tipa
6 – Mushroom Forest

**ROW 2:**
7 – Mount Vellenge
8 – Mag Mell
9 – Lynari
10 – Conall Curach
11 – Daemon's Court

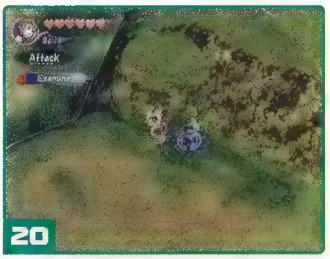
**ROW 3:**
12 – Fields of Fum
13 – Rebena Te Ra
14 – Alfitaria
15 – Shella
16 – Marr's Pass
17 – Selepation Cave

**ROW 4:**
18 – Tipa
19 – Jagon River (West)
20 – River Belle Path
21 – Leuda
22 – Kilanda
23 – Veo Lu Sluice









# NESTS



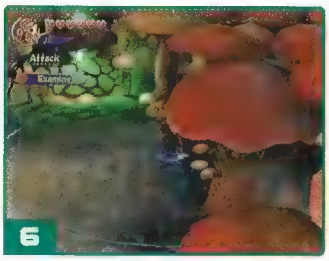
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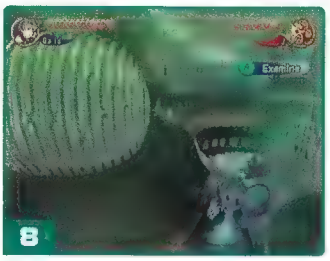

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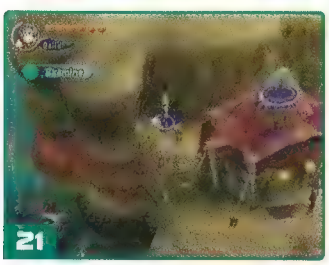

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23

# WALKTHROUGH




## TIPA PENINSULA

This quaint peninsula includes your hometown, and nearby port, and two of the game's first dungeons.

### 1 TIPA

**Moogle Nest:** Behind the crystal

The beginning town, which you can rename, is where the families of all the players live. Each player can choose one of eight jobs for their parents, ranging from Blacksmith to Fisherman, and the parents will be available to help in that field.

Even if you don't have eight people playing, create eight characters so all the possible stores will be open, especially Blacksmith and Merchant. To earn discounts with your own family, include either valuable gifts or ones relevant to their job when you send a letter home.




### PORT TIPA

**Moogle Nest:** Inside cave

This area is a tutorial—run down the hills and talk to the moogle by the water for help. You can ask about the world map, using weapons, casting spells, and Mog's role in combat. Step inside the cave for a Mog Stamp. In year five, Tristan's ferry will run out of this location.

### 2 RIVER BELLE PATH

**Boss:** Giant Crab
**Spot:** Water
**Moogle Nest:** Northeast of the wind spot

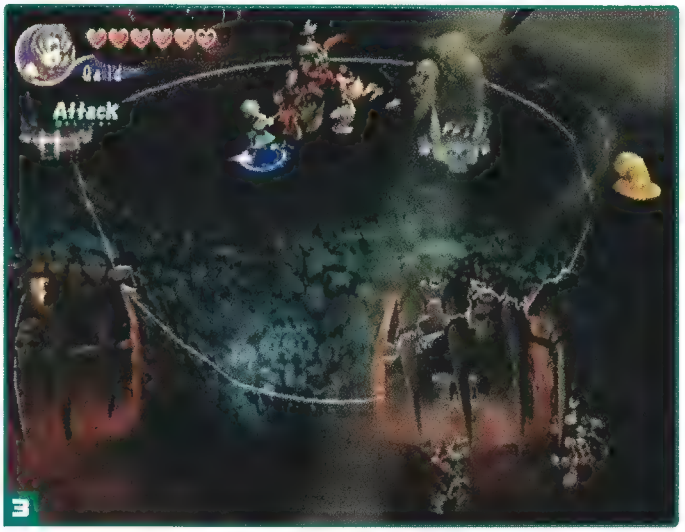
The game's first dungeon is a chance to get comfortable with the controls. Northwest of the start is a bridge activated by lowering each side separately. You don't need to use the bridge, but it can serve as a shortcut later if want to backtrack.










The Moogle Nest is located north of the wind spot on the east side of the bridge near the beginning of the level. Head up the northeast path and search near the small circular ridge. The Moogles at the end of the level—to the right of the path to the boss—are useless.

**Giant Crab:** This crab likes to spew bubbles that will cause slow, or unleash a paralyzing blast attack if you stand in front of him. When you knock off his arms, he'll begin casting Thunder magic, so move to the sides when he backs up to charge. When he jumps high into the air, run where he jumped from, as he will land elsewhere.

### 3 GOBLIN WALL

**Boss:** Goblin King
**Spot:** Earth, Fire
**Moogle Nest:** Behind the westernmost gate

This level appears after the first year, and it is chock full of Goblins. Throw the brown pots to create oil slicks, then hit them with a fire spell and create a goblin-burning blaze. Use




gravity to knock down bats and blizzard to freeze the electric jellyfish.

Physically attack the skull switches, and open every one for maximum treasure. A rock pile that blocks your path to one chest will be gone on your next Myrrh visit. Don't miss the Moogle Nest close to the entrance—head to the northwest of the first area and hit the westernmost switch. The path it opens may seem pointless, but the Moogle Nest is inside.

**Goblin King:** Knock out the lesser Goblins as they appear, and focus on the Goblin King when he is readying magic. Beware the wide range of his poison spell, and simply follow his life bar when he begins teleporting around the room.




# IRONMINE DOWNS

The second area slowly ups the difficulty with more complex dungeons, but nothing you can't to handle.

## 1 THE MUSHROOM FOREST

**Boss:** Malboro
**Spot:** Water
**Moogle Nest:** By the final treasure chest

Head left from the start to collect all the available treasure, then return right to eventually find the boss. Everyone will have to stand on the spring mushrooms for them to work, and most allow you to jump in either direction.







Use Gravity for the flying Ahrimans and use Fire on all plant monsters. Look for the Moogle Nest to the right of the northwest treasure chest, the one across the final spring mushroom before the boss, just past the final water spot.

**Boss:** Keep your distance from Malboro so he will try to suck you closer, then rush in and beat him senseless while he does so. When he is done, back up to avoid his breath attack and, in the second and third cycles, blizzard spells. You can also use Flamestrike to take advantage of his mild fire weakness.





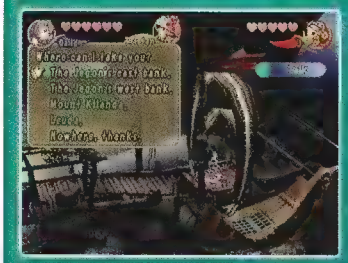





## 2 MARR'S PASS

**Moogle Nest:** South of the armor blacksmith

Marr's Pass is a smallish town, but includes blacksmiths, a merchant and Moogle Nest. Go down the wooden stairs south of the armor blacksmith and look at the bottom of the ledge to find the nest. You don't have to enter the town to pass through the crossroads, but drop by if you need something forged or have excess inventory to sell.





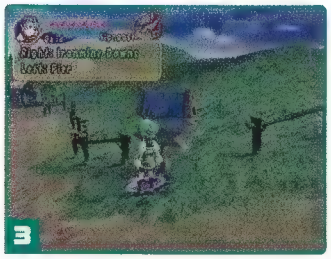


## TRISTAN THE FERRYMAN

Leaving from Jegon River and later Port Tipa, Tristan is the key to accessing more advanced areas. He charges anywhere from 50 to 500 gil per party member for his services, and he'll drop you off directly at the beginning of the town of Leuda and the dungeon level Kilanda.

If you're sick of paying Tristan, there are ways to save money. You can gain a 20% discount with either a Cactus Flower (Lynari Desert) or Kilanda Sulfur – check the level walkthrough for how to obtain them. You get 50% off with both, and collecting them eventually earns the chance to buy a lifetime pass for 50,000 gil. This may sound ridiculous, but when you consider a trip to Mt. Kilanda is 2000 for a party of four, the cost can add up.

## IRONMINE DOWNS CONTINUED





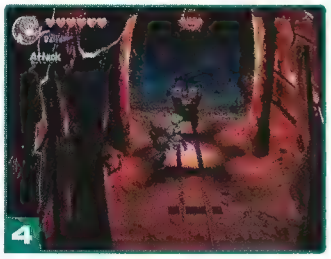





## 3 JEGON RIVER EAST

**Moogle Nest:** None

This is the first access point for the game's ferry, which opens in the third year. The fee varies depending on location, but to simply head across the river, it is only 50 gil per person. His full slate of destinations won't be open until year five, though.




## 4 THE MINE OF CATHURIGES

**Boss:** Orc King
**Spot:** Fire
**Moogle Nest:** A catwalk dead end

Hit the cart twice to move it forward, but before the third time, run ahead and switch the track so it doesn't slam into a wall. Keep an eye out for another switch in the next room. Use the cart to break through barriers as you take out orcs and bombs.

The second area has tracks that you will have to travel by foot. The Moogle Nest is hidden in an apparent dead end heading west, past a treasure chest. As you walk the narrow track, burn the orcs and use Holy to make the undead vulnerable to attack.

**Orc King:** The Orc King may be more vulnerable to fire, but use Blizzara or Blizzaga to freeze the lesser orcs while damaging the boss also. Lure the king into winding up for a strike, then dodge and use a combo or focus attack. The king will start to self-destruct when his life is low, so either finish him quickly or run.




# VALE OF ALFITARIA

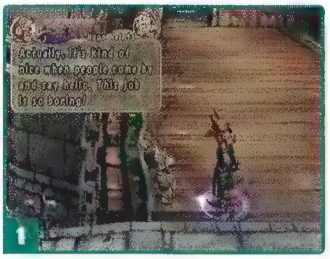
The home of the Lilties also has two dungeons, the compact Mochet Manor and the sprawling, web-infested Tida.

## 1 ALFITARIA

**Moogle Nest:** On the southeast waterside walkway

Alfitaria is home to both the Lilties and the game's most lucrative quest. When the princess disappears in year five, talk to the Knocfelna the chamberlain, then follow these steps: talk to Te Odow in Marr's Pass, then talk to both Knocfelna and the princess at Jegon River, Fields of Fum, and Leuda, finally exiting Leuda by foot and returning to Alfitaria.




If this sounds like a lot of work, consider the 100,000 gil reward. You won't be able to complete the quest until year six, so in the meantime, use the city as a place to stock up and visit the Moogle Nest near the end of the waterside walkway in the southeast corner of town.

## 2 MOCHET MANOR

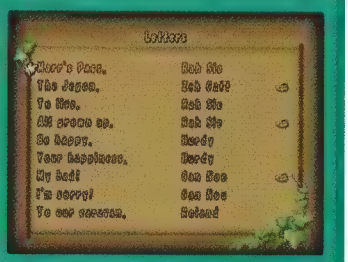
**Boss:** Jack Moschet and Maggie
**Spot:** Fire, Water
**Moogle Nest:** Underneath the table in the middle-left room

Once you can cast Gravity, use it against the flying gargoyles in the courtyard. If the door switches in the courtyard seem inconsistent, it's because the character standing there must match the race symbol displayed.

Take out the Tonberry chefs in each room while looting the treasure. Watch for a well-hidden chef in the northeast room. When you kill the last chef, the boss will coming rushing into the courtyard to find out why his dinner hasn't arrived. The recently







## YOU'VE GOT MAIL

After each drop of Myrrh you collect, the Mail Moogle arrives with a letter, usually from family. Pick the nicest answer to keep their spirits high, and pick a high quality item to send home with your reply. The items you can include are then highlighted in your list. You can include gil also, but hoard your cash and send items. If you are generous enough, you'll earn good items and a discount at whatever business your family runs.



Check your status at any time from the menu by selecting Family. Pink, orange, and green faces mean a discount, while blue or purple mean your relationship needs work. Stop being a cheapskate and send Dad home that nice piece of Mythril.

departed chefs point at you, and the fight is on.

**Jack Moschet and Maggie:** The first order of business to eliminate the wife, Maggie, before she can heal her hubby and slow you down. Use strong physical attacks against her until she flees, then burn up Jack with Fire spells and focus attacks.

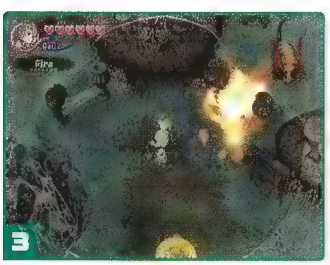
## 3 TIDA

**Boss:** Armstrong
**Spot:** Earth
**Moogle Nest:** In the house by the earth spot

The caravan from Tida never returned, and the citizens were killed by the miasma. The abandoned city is now populated by monsters and a lone moogle. Visit his nest in the first half of the level by checking the house near the earth hot spot in the center of the area.

The monsters hold no surprises, but you will find a large number of webs blocking your path. Hit the moss-covered post holding the web and it may drop Fire magicite. If possible, use Firaga to blast the webs for good—otherwise you'll have to burn them repeatedly.

**Armstrong:** This house of pain will come alive in an attempt to keep you from collecting Myrrh. When attacking from close range, watch for the slow-inducing purple smoke and sweeping punch. But if you followed the Firaga tip earlier, use that spell to burn this boss to the ground.







# VEO LU

There is only one level in Veo Lu, but you'll need to plunder it before you can enter Shella, home of the Yukes and a useful blacksmith.

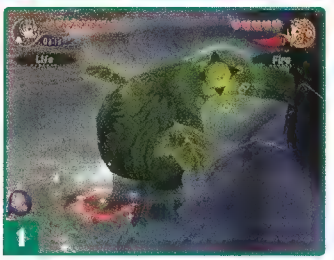
## 1 VEO LU SLUICE

**Boss:** Golem
**Spot:** None
**Moogle Nest:** Northwest dead end

Starting in year five, the water level will be low, giving access to very valuable treasure and enemies. The water will rise again, though, so take advantage quickly.

If you are there when the water is low, the switches won't activate the key-bearing geysers, so cast life on the large plants to make them function again. Don't be afraid to run into the miasma in single-player mode to grab a key. The Moogle Nest is in the northwest corner, just before the path runs into a seeming dead end.

**Golem:** Just stand directly in front of the Golem and attack—his twin fists will miss you, and his laser eyes will shoot over your head. You only need to flee when he etches a red line in the ground, as he will set it ablaze.





**Moogle Nest:** By the first shop on the left

Collect a Shella Mark from Veo Lu Sluice to have the Shella by the entrance summon the bridge for you. Once in town, stop after the first shop on the left and explore the stump to the right of the entrance for a Moogle Nest.

A special accessory blacksmith is located here—he can craft accessories from outside designs, plus the designs sold by the Yuke near the entrance. These accessories increase resistance to everything from Curse to Poison, though it may be awhile before you have the materials to craft them.

Taking the ferry deposits you in these plains, with a simple town and two lizard-filled dungeons.

## 2 SHELLA




# PLAINS OF FUM

## 1 JEGON'S RIVER WEST

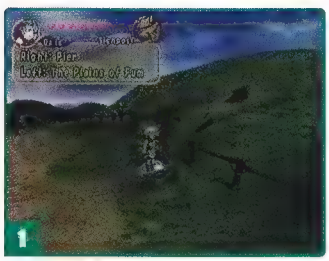
**Moogle Nest:** In the hole through the gap in the fence

The drop off point from Jegon River (East), you can also leave here to any of the same destinations. More importantly, this side of the river conceals a Moogle Nest, though it doesn't conceal it very much. Walk through the hole in the fence near the sign and investigate the black hole in the hillside.

## 2 THE FIELDS OF FUM

**Moogle Nest:** In the southeast area

You enter this small town from the east, so head south immediately for an obvious Moogle Nest. It even has a mailbox. The only shop here is near the entrance, though you should also spend 500 gil to buy a cow from the ranchers for your family. Instead of trying to fit it in a letter, it will be delivered immediately.

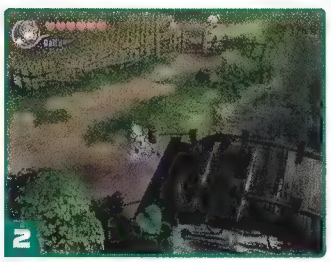



## 3 SELEPATION CAVE

**Boss:** Cave Worm
**Spot:** Wind
**Moogle Nest:** In the center of the first area, up the wooden stairs

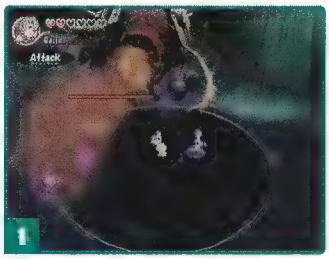
The largest level yet contains a variety of foes—freeze the jellyfish, and use Gravity on the bats and bees. It's easy to get turned around in this area, so pick a specific course and clear it before taking off on a new path. Hit all the purple chimes at once to open the nearby doors.

Everyone must stand on the elevators for them to function, and they will stay lowered if you wish to return up. For a quick path to the boss, take the right fork from the entrance and circle around the east side of the level, heading north when possible.













The Moogle Nest is in the center, though, and is found by taking the east path into the second area, then taking your first left and heading back down into the first area. Follow the path south and climb down the stairs.

**Cave Worm:** As with the Malboro, lure it into sucking you closer, then beat on it—it never actually sucks you in or damages you this way. Watch for the slow-inducing sand that it spews.

## 4 DAEMON'S COURT

**Boss:** Lizard King
**Spot:** None
**Moogle Nest:** The upper left corner of the main building

Grab the chest east of the entrance for a quick magicite. Northwest of the entrance is a large building, but it requires two keys to open, so run along the edge to the northwest corner and find the Moogle Nest under the walkway. When you see a bomb on the northeastern bridge, take him out with magic to open a very lucrative extra path downriver in Conall Curach.




Lizards are everywhere here—move slowly to fight one enemy at a time or a dangerous mob can form. If one does, run up or down a staircase to thin the pursuit. Try to sneak up on the lizards from behind and use a strong focus or combo attack to kill them silently.

**Lizard King:** After a regal introduction, this king will walk through the Doors and begin his attack. Take out the weaker lizards with Blizzaga or physical strikes, then stay close to the king on his right side, where his ranged weapon sits. He moves slowly, so stick on his right and run away to cure when necessary.
Only the ferry can take you to Mt. Kilanda, and only after the fourth year. The island includes a single volcanic dungeon.




# MT. KILANDA

## 1 KILANDA

**Boss:** Iron Giant
**Spot:** None
**Moogle Nest:** None

Take a quick left to find your first piece of magicite, then prepare for a level of fiery fun. Like any self-respecting volcano, Kilanda has plenty of enemies weak against Blizzard attacks. Be sure to also have Gravity ready for the flying Ahriman.

When you first enter the second area, make a beeline to the Goblin carrying a sword. He is one of three, and the more you take out now, the less equipped the boss will be when you arrive. Check the last treasure chest before the boss for a possible Kilanda Sulfur, which earns you a discount on the ferry. Your chances of earning one are better during later visits, but it will always be here.

**Iron Giant:** This classic Final Fantasy enemy wields an oversized sword, but if you have decent defense, don't worry. If you are taking too much damage, avoid his projectile attack and then rush in. If you drop an urn into the small volcano, gas will erupt from the wall which can hurt both you and the boss.







# REBENA PLAINS

The difficulty is cranked up, especially in the swamps of Conall Curach. The Selkies tried to found a home here, but were overcome by the brutal environment.

## 1 CONALL CURACH

**Boss:** Zombie Dragon
**Spot:** None
**Moogle Nest:** In the second area, south of the middle point

The game's longest and most engaging level is spread across a massive swamp. Nearly two dozen treasures and even more enemies await you, including behemoths. If you have a Selkie, his ranged focus attacks will prove invaluable—take out the fishmen as they appear, and patiently lure the behemoths into attacking, then unleash ranged attacks.

The easiest way to collect all the loot and avoid getting lost is to take the leftmost path when faced with a choice, clear it, and return to the fork. Even if another path tempts you, stay disciplined and you'll collect every bit of this level's precious loot.





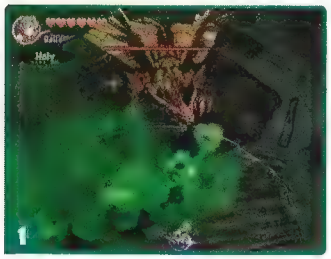


Find the Moogle Nest by heading south from the center of the second area, after the ground turns brown and just before the path reaches a four-way intersection. At the bottom of the area, investigate the wall north of the tree.

Beware the partially submerged platforms, as putting too many characters on them can sink them into the damaging miasma water below. Keep your spacing and stay patient.

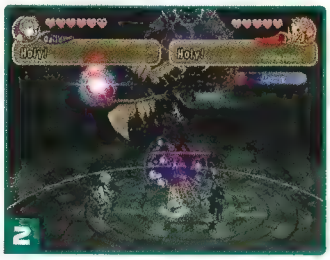
**Zombie Dragon:** You will only have three platforms available, so keep moving. Holy is necessary to make this boss visible and vulnerable, and use Blizzaga to freeze the lesser lizard that will join you on the platforms. This fight is long, but simple – keep unleashing Holy while avoiding the Dragon's breath attacks and killing the lizard as he appears.

## IRONMINE DOWNS CONTINUED










## 2 REBENA TE RA

**Boss:** Lich
**Spot:** None
**Moogle Nest:** Past the final locked door.

Keep your map screen handy for this abandoned temple, and watch for treasure chests that are Mimics. The magic puzzles here can be a pain—cast the right spell on the matching switch to ready it, then use a physical attack to activate it. Switches near a skeleton mage require you to take magic damage while standing on them, so remove any gear that makes you immune to spells.




Use your Moogle in single-player for the two-switch puzzle. For the four floor tiles, just stand on each and take magic damage from the skeleton. Past that door is a key which is used to open the area where the Moogle Nest is located. The boss is inside the main portion of the temple.

**Lich:** You need to do some work to make this boss vulnerable—hit the switches on each side of the room with magic, then hit the Lich with Holy. Keep casting Holy or using long range focus attacks. When you see a spell forming, start running.




# LEUDA

This island outpost holds the key to breaking through the final Miasma Stream and never having to change your chalice again.

## 1 LEUDA

**Moogle Nest:** Far northwest corner

This port village is filled with Selkie thieves—unless you are a fellow Selkie or have less than 100 gil, every Selkie you talk to will steal up to 10 gil. Though it sounds like nothing, the total can quickly add up. There are two shops here, but no blacksmith. Walk behind the pink tent in the northwest part of town to find a door leading to a Moogle Nest.

The children here take pride in jumping, and Selkie party members can test their skill by playing a mini-game. Press the correct buttons, and press left and right while doing so for more bonus points. The game can earn you valuable

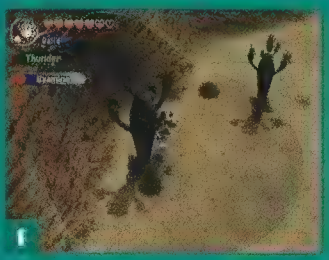



## HOLY SPOT, BATMAN!

Your main purpose in Lynari to unlock the mysterious fifth element for your chalice. The poems of Gurdy give you clues, but here is the scoop. All steps are done in the level's first area, and all the correct spots can be examined to be found "special."

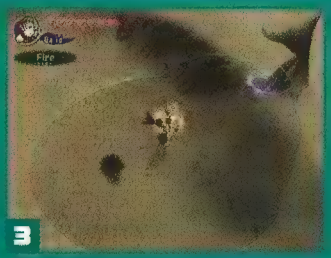
1. Cast a thunder spell on the cactus near the north end
2. Cast a gravity spell on the tent east-southeast of the cactus
3. Cast a fire spell on the raised mushroom shape in the east
4. Cast a blizzard spell on each of the three rocks just south of the cactus, from smallest to largest
5. Cast Holy on the flower up the path from the level entrance to create a new hot spot.

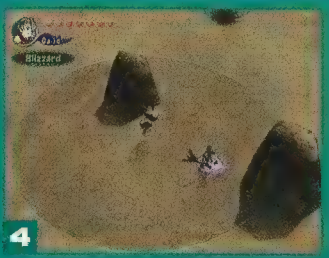
Now you can cross any Miasma Stream without ever having to change your chalice!


















Orichalcum, but killing Behemoths in Conall Curach is a faster way to do so.

## 2 LYNARI DESERT

**Boss:** Antlion
**Spot:** Earth, ?
**Moogle Nest:** On the southwestern ridge

Take care to avoid poison-inducing physical attacks from the scorpions. Visit the Moogle Nest on the far southwestern ridge by wrapping around to the left. The nest is blocked by a treasure chest in a small cave.

You must use the northeast sand pool to warp to the level's second area. Wrap all the way around the left edge of the area, heading into the third area and passing a path down to the boss. It will lead back to the second area and a dead end where there is a small cactus to attack. It may hold a Cactus Flower that can be given to the ferryman for a discount.

**Antlion:** The cramped lair of the Antlion means close range combat. Keep circling the beast until it stops to attack, then let loose with Holy, Blizzard spells that freeze the smaller scorpion, and physical attacks. Stay away from its front to avoid powerful pincers and a poison breath attack.




# THE ABYSS

Through the unknown Miasma Stream lies the end of the world, a blank landscape dominated by the ominous Mount Vellenge.

## 1 MAG MELL

**Moogle Nest:** Behind the southwest cocoon

There isn't much to do in Mag Mell besides admire the strange scenery. Head left from the entrance and around to the back side of the first cocoon you see. The Mooge Nest is hidden in the wall here. If you head all the way north, you'll find one of the talking creatures isn't actually sleeping. He only stirs at first, but return each year to hear more of his story.

Before you leave, you may want to study the memories you have collected. Knowledge of who and what you met with over the years of your caravan will be helpful soon.

## 2 MT. VELLENGE

**Boss:** Miasma Parasite, Raem,?
**Spot:** None
**Moogle Nest:** Under the crossing in the second area

As you head south in this final level, you will run into rocks that block your path—hit one six times to clear it. Keep to the left, and in the second area, you'll reach the Moogle Nest under the overpass.

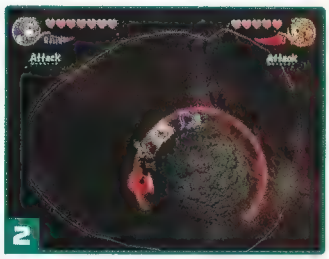
All treasure chests here contain artifacts, but since this level ends with the final boss, you won't have points tallied or earn a permanent upgrade. These are only good for this challenging level.

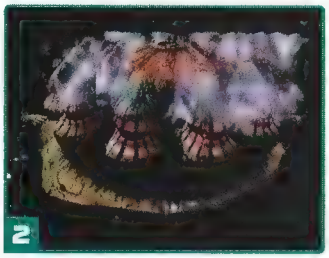
The second area contains miasma crystals powerful enough to break through the circle of protection your chalice provides. They can only be knocked out with physical attacks, so break them as soon as they take effect.

**Miasma Parasite:** Take out the tentacle on one side and set up camp there. You can only damage the main body by hitting the long portion extending from the center. It may move to the other half of the screen, but just use that time to prepare yourself and make any command list changes. It has no magic weaknesses, so just use combo attacks and your most potent spell.

The second form warns of incoming magic attacks with a pink circle on the ground—run away when the circle is aimed on you. Take out the tentacles again, and when the boss retaliates with a huge laser beam, dodge by stepping under it and close to the boss.



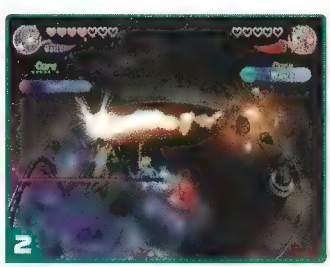




The third form adds a stream of blue projectiles to its attacks. Dodge these by standing at the very edge of the area, then counter when the vulnerable portion reappears. Before you can win, the scene changes to a new area where you face a special test. Search your memory for the right answers or face extra enemies.

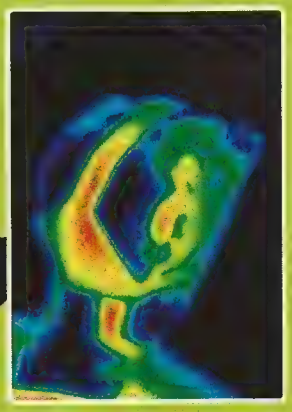
If you pass this test with enough memories, you'll face Raem, another creature without any real magic weaknesses. When his wings are spread, rush in and attack with everything you've got. The rest of the time, run from his laser attack, as the ground it hits will soon explode, and lure the twin bubbles he fires together before dodging them both. Only take out one of the lesser enemies that arrives, or the pair will respawn quickly.

When defeated, he gives way to one last battle—keep your teamwork sharp and you'll survive this final trial of memories.



# TOM CLANCY'S SPLINTER PANDORA








**We here at *Pocket Games* are all about shortcuts and instant gratification, so below are a few general pointers followed by specific tips for both spies and mercs that will help you dominate your foes (in multiplayer) in no time. Also, if you connect your Game Boy Advance you can remotely control in-game devices like keypad locks, automated turrets, and computers and get a visual layout of your surroundings, including enemy positions and objectives as well as unlock eight GBA missions by completing Pandora Tomorrow GameCube missions.**

## THE BASICS

### FIRST THINGS FIRST

Read the instruction booklet and take both the spy and merc tutorials. That's right Mr. (or Ms.) I'm-too-cool-for-instruction-booklets, read over the entire multiplayer section. This is a complex game with a ton of different controls, many of which you may not know about even after playing for hours. Still don't think you need to bother? OK, hotshot, do you know how to fire grenades farther? (Hold down the left trigger before letting go.) Did you know you can change your rate of fire as a merc? (Hold down A.) Or how to set a mine with a laser trip wire? (Hold down the button when you plant the mine and a menu will pop up.) Or that you can immediately pull out your weapon after a roll? (Push A mid-cartwheel.) I think I proved my point. Read it!

### KNOW THY LEVELS

As Abraham Lincoln once said, "90 percent of success in multiplayer *Splinter Cell* comes from knowing the maps." It's not enough just to have a handle on the general layout—you gotta know those suckers backward and forward: every route in and out of a room, every pipe, every air duct, every everything! As a merc, pay particular attention to good spots to lay mines and shortcuts between objectives; the fastest route to get somewhere may involve falling off a ledge, so look for crates or other items you can use to break your fall and avoid taking damage. As a spy, note all the locations of laser trip wires and motion detectors, and try to find dark or out-of-the-way locations from which to safely shoot at them. Don't forget that you can run around all the levels in single-player mode as both a spy and a merc so you don't embarrass yourself in multiplayer.

# CELL TOMORROW

## MULTIPLAYER STRATEGIES AND TIPS

### SPEAK THE SAME LANGUAGE

It's very important for you and your teammate to quickly settle on names for the various parts of the level so you can quickly tell each other where you are (or where the enemy is). You should choose obvious names that anyone can understand, like "the red hallway" or "the crate room," instead of stuff like "the dark hallway" or "that one room with the door."

### MIX IT UP

Repetition is death. Keep walking the same route, placing mines in the same place, hitting the same objectives first—keep doing anything your enemies can predict and you're screwed. Also, if you have any good tricks (like some of the advanced techniques we are going to show you), you might want to save them for the crucial final minutes or last rounds of a match.

## ADVANCED SPY

### PULL A CHEWBACCA

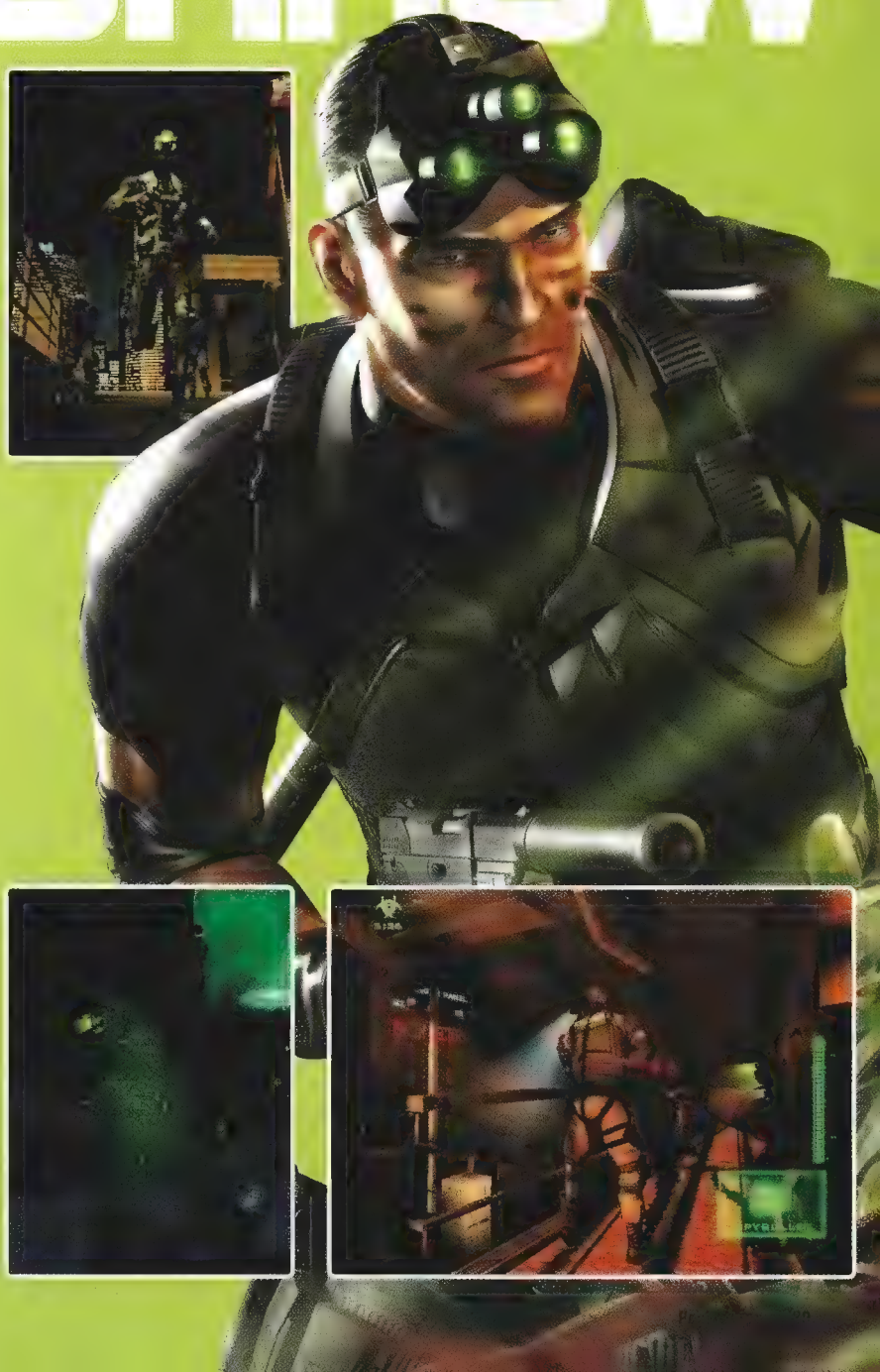
Like any offensive spy technique, this one is tricky, but there's nothing like the feeling of successfully pulling it off. One spy finds an isolated merc (it's crucial that the other merc is not around) and gets spotted on purpose. When the merc pursues his prey, the other spy comes up from behind and grabs him—this is known as "getting Chewbaccaed," after the trick the Wookiee and Han Solo pulled on that probe droid at the start of Empire.

### MISINFORMATION

Find a spy trap and intentionally set it off. Now the mercs can listen in on what you're saying. Muhuahaha! Have a conversation in which you and your partner talk about both of you going to the same part of the level—the part farthest away from where you are actually going. If the mercs take the bait, you might get one or both of them too far away to stop you from hitting your real objective. Make sure your partner knows what you are doing beforehand so he doesn't get confused.

### HAVE AN ESCAPE PLAN

Always have an idea of where you are going to run if you get spotted, especially when hacking an objective; otherwise, you'll just run in a panic and get killed. Is there a wall nearby that you can climb over that the merc can't? A duct the merc will have to crawl through superslowly? Also, remember that narrow hallways are your friends—you can run down one and drop a smoke grenade behind you, so if the merc tries to follow, he'll fall asleep.



### CAMPER KILLER

A lot of mercs will simply decide to stay within a few feet of an objective, planting mines and spy traps and just generally being annoying. This is known as "camping," but don't worry, it's a good thing for you as a spy. Remember what we said about not being predictable? Well, if a merc is staying in one place, he's being predictable. You have a few options: Shoot a smoke grenade into the area, nail him with a spy bullet from afar and move on, shoot a spy camera nearby and gas him, or our favorite, kill him by shooting one of his own mines.

### STOP AND LISTEN

Crank the sound on your TV and use your ears—you can hear motion detectors, cameras, and mines before it's too late. Approaching footsteps can also serve as an early warning, although mercs move so fast that it's not a good thing to rely on.

### BUM RUSH

If a single merc is guarding an objective and the other is nowhere in sight, consider just running right up and attacking with both spies. With the element of surprise and confusion from a few well-placed smoke grenades, one of you should be able to get behind him. And even if one of you gets shot, the other will probably have enough time to hack the objective the merc was guarding.

## ADVANCED MERC TECHNIQUES

### DIVIDE AND CONQUER

Right as the round begins, you and your partner should divide up the level and start to place mines and spy traps around different areas. After you've set up enough booby traps in one part, it's a good idea to move on to the next one; keep rotating from one area to another throughout the round. In general, you should only be near your partner if he's in trouble and needs help.

### KEEP IT MOVING

Unless you know where a spy is or you're trying to stay hidden, you should never stop moving as a merc. If the enemy gets a bead on you, they can plant spy bullets, hit you with sticky-cam gas, or worse. And don't pace back and forth or run circular laps—if you move predictably, a spy can get behind you and GANK, you're dead.

### MINE PLACEMENT: DOS AND DON'TS

Mines give off a little noise, but most players will locate them by sight, so place them around corners or especially under openings you think spies might drop down from. Placing mines close to objectives is generally a good idea: It's the one place spies will be looking for them every time, but it also slows them down out in the open while they disarm the mines. Better yet, if a spy starts to hack an objective, you can lob a frag grenade in from far away and set off all the nearby mines, saving yourself some time.

### SUICIDE SOLUTION

Try to save one frag grenade to kill yourself with. Yep, you read that right. Respawning is the only way you're going to replenish grenades, mines, and other important gadgets, so if you have the extra lives, it's better to die by your own hand when you know you have some time (like right after you kill an enemy) rather than let the enemy get to an objective. If you're out of grenades, you can take a big fall or have your partner shoot you.









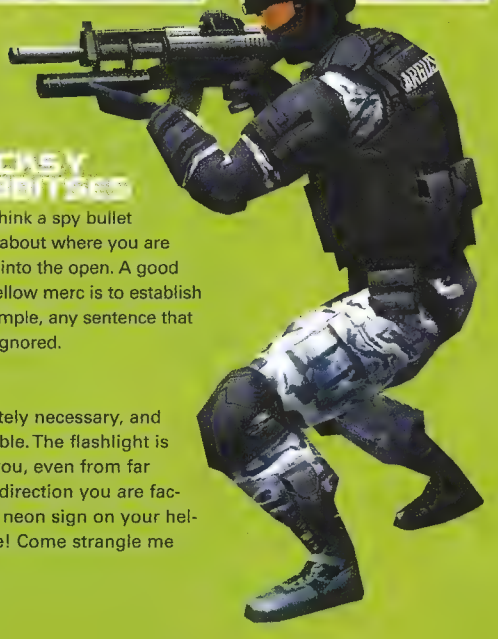










### TRICKSY HOBBITSES

If you think a spy bullet might've hit you, use the headset to lie about where you are going and see if you can lure a spy out into the open. A good way to keep this from confusing your fellow merc is to establish some kind of code beforehand. For example, any sentence that starts with "OK" is a lie and should be ignored.

### BLACKOUT

Kill the flashlight except when absolutely necessary, and even then, turn it off as soon as possible. The flashlight is the easiest way for the spies to spot you, even from far away; plus, it tells them exactly what direction you are facing. You might as well just hang a big neon sign on your helmet saying, "Hey, spies! I'm over here! Come strangle me from behind!" Turn off that target.

# Buying a Video Game?

## Play the game that's right for you!



You can give Tiger Woods a tennis racket, but he knows that golf is the game that's right for him. So how does Tiger know which computer and video games are OK to play? He checks the rating on every game box...And so should you!

Computer and video game ratings have two parts: **rating symbols**, which tell you what age group the game is appropriate for and **content descriptors**, which tell you about specific content elements that may be of interest or concern.

So the next time you're choosing a game, check the rating and the content descriptors. And like Tiger Woods, play the game that's right for you.

ESRB

ENTERTAINMENT SOFTWARE RATING BOARD

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## CHECK THE RATINGS ON EVERY VIDEO GAME BOX

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EVERYONE — CONTENT RATED BY ESRB

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MATURE 17+ — CONTENT RATED BY ESRB

ADULTS ONLY 18+ — CONTENT RATED BY ESRB

ON FRONT

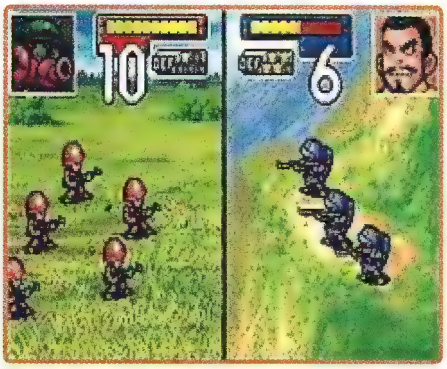



ON BACK

EVERYONE

Comic Mischief
Mild Lyrics

ESRB CONTENT RATING www.esrb.org



## ADVANCE WARS

**Increased Difficulty**

On the select mode screen, choose VS. Mode and pick a New game. Press and hold the SELECT button while choosing a map to play, and you will be faced with a much more difficult game. If you win a mission in this mode, you will gain extra coins.

## ALIENATORS: EVOLUTION CONTINUES

**Level Passwords**

Enter these level passwords to jump ahead in the game.

**Level 2** ..... **MDKMZKCC**
**Level 3** ..... **BHSZSKTC**
**Level 4** ..... **ZKTSHKMC**
**Level 5** ..... **JLPFDKHB**
**Level 6** ..... **HMDBRKCB**
**Level 7** ..... **GLDKLKZB**
**Level 8** ..... **GLPKLKRB**
**Level 9** ..... **GLDJBKKF**
**Level 10** ..... **GLPJBKFF**
**Level 11** ..... **GLDKBKZF**
**Level 12** ..... **GLPKBKRF**

## BOKTAI: THE SUN IS IN YOUR HAND

**Trick the Sun Sensor**

You can use a black light to simulate the sun to help you when you need sunlight. Similarly, when you need darkness, go inside a very dark room instead of simply covering the sensor to get the best results.

## BUFFY THE VAMPIRE SLAYER

**GBC Stage Passwords**

Enter these level codes for access to each stage in the game.

| | |
|---|---|
| **Graveyard:** | **3NKFZ8** |
| **Alley:** | **9MD1WV** |
| **Sewers:** | **XTN4F7** |
| **Zoo:** | **5BVPL2** |
| **Mansion:** | **9D6F0S** |
| **Initiative:** | **TSCNB4** |
| **Caverns:** | **CSJTQZ** |
| **Hellmouth:** | **BNPXZ9** |
| **Ending:** | **GH9MRY** |

## CASTLEVANIA: ARIA OF SORROW

**Codes of Blood**

Get the Real Ending

Equip the following souls before you fight Graham: Flame Demon, Succubus, and Giant Bat. You'll then have access to the previously hidden Forbidden Area, where you'll be able to fight two more bosses. If you beat both, you'll unlock Sound mode and Boss Rush mode, as well as the best ending. If you beat the first, and die fighting the second you'll get the second-best ending.

Play as Julius Belmont

Enter "Julius" after beating the game.

## CASTLEVANIA: CIRCLE OF THE MOON

**(Note: This trick was done on a pre-production version of the game and is subject to change.) From the main menu screen, choose "Data Select." Begin a new game, and, on the name entry screen, put in one of these names to access different modes for your character. You may have to complete the game the number of times shown in each mode before the tricks will work.**

### Magician Mode

Beat the game once. Put in FIREBALL for your name to give your character magician stats. During the game, press START to bring up your statistics. Choose DSS and you will see that you have all the cards. "Magician" will replace "Vampirekiller" in the upper-left hand corner.

### Fighter Mode

Beat the game twice. Put in GRADIUS for your name to give your character fighter stats. During the game, press START to bring up your statistics. "Fighter" will replace "Vampirekiller" in the upper-left hand corner.

### Shooter Mode

Beat the game three times. Put in CROSSBOW for your name to give your character shooter stats. During the game, press START to bring up your statistics. "Shooter" will replace "Vampirekiller" in the upper-left hand corner.

### Thief Mode

Beat the game four times. Put in DAGGER for your name to give your character thief stats. During the game, press START to bring up your statistics. "Thief" will replace "Vampirekiller" in the upper-left hand corner.

## CASTLEVANIA: HARMONY OF DISSONANCE

**Simon Belmont Code**

Simon Belmont makes his return to the series that helped put Konami on the map. Once you've beaten the game, press Up, Up, Down, Down, Left, Right, Left, Right, B, A while the Konami logo is being shown. Start Boss Rush mode and you'll play as Simon Belmont.

## CRUISN VELOCITY

**Everything Unlocked**

From the main menu, access the Password option. Enter these codes to get to new levels in the Single Player Freestyle Mode.

**Holland Open** ..... **HLDDSNST**
**Holland, Ireland and Alaska Open** ..... **HLDDNRLN**
**All Levels Open** ..... **HLDDHVGD**

## DAVE MIRRA BMX

**Hidden Characters**

To unlock the hidden characters Metal and Flash, enter this sequence at the Title screen. R button, R button, L button, L button, B, B, L button, and R button. If you've done it right, you'll hear a chime.

## DONKEY KONG LAND 2

**GBC Button Codes**

On the "Game Select" screen, hold Right or Left in front of the game you wish to play, then press one of the following button combinations. If entered correctly, you will hear a chime.

| | |
|---|---|
| **40 Banana Coins:** | **B, B, A, A.** |
| **All Kremcoins:** | **A, B, A, B.** |
| **Extra Lives:** | **A, A, B, B.** |

## DONKEY KONG LAND 3

**GBC Bonus Stage**

Go to the Cape Codswallop's level, Total Rekoil. When you begin the stage, jump toward the left to enter a bonus stage.

## DOOM GBA

**Button Codes**

To get any of the following cheats, you have to first pause the game. Next, hold down the Left and Right-Shoulder buttons simultaneously, then (while still holding down L+R) enter the button code as shown.

### Advance Levels

**A, B, A, A, B, B, A, A (You will advance about five levels), depending on the current level.**

### All Weapons, Items, Keys

**A, B, B, A, A, A, A, A.**

### Radiation Suit

**B, B, A, A, A, A, A, A.**

### Invincibility

**B, B, B, A, A, A, A, A.**

### God Mode

**A, A, B, A, A, A, A, A.**

### Computer Map

**B, A, A, A, A, A, A, A.**

### Advance Levels

**A, B, A, A, B, B, A, A (You will advance about five levels, depending on the current level).**

### Berserk Mode

**B, A, B, A, A, A, A, A.**

## DRIVER

**GBC Stage Passwords**

From the main menu screen, highlight and choose Undercover. Then choose to continue and enter these passwords as shown.

Stage 2: **Tire Mark, Police Badge, Pylon, Red Light.**
Stage 3: **Traffic Light, Key, Key, Blue Light.**
Stage 4: **Pylon, Pylon, Pylon, Police Badge.**
Stage 5: **Key, Red Light, Red Light, Traffic Light.**
Stage 6: **Key, Police Badge, Tire Mark, Blue Light.**
Stage 7: **Police Badge, Pylon, Police Badge, Red Light.**
Stage 8: **Red Light, Police Badge, Key, Tire Mark.**
Stage 9: **Pylon, Blue Light, Red Light, Red Light.**
Stage 10: **Police Badge, Police Badge, Traffic Light, Pylon.**
Stage 11: **Blue Light, Key, Key, Key.**
Stage 12: **Traffic Light, Tire Mark, Red Light, Police Badge.**
Stage 13: **Key, Police Badge, Police Badge, Pylon.**
Stage 14: **Red Light, Blue Light, Red Light, Blue Light.**

## EARTHWORM JIM

**Level Skip**
Press START to pause during the game, then press Right, R-Shift, B, A, L-Shift, L-Shift, A, R-Shift. You will see the Earthworm Jim head say "Groovy" if the code was entered correctly.

**Level Select**
Press START to pause during the game, then enter the following commands to skip to the specific levels as shown.

**What the Heck?**
SELECT, R-Shift, B, Down, L-Shift, B.
Down the Tubes
Up, L-Shift, Down, A, R-Shift, A.
Snot a Problem
R-Shift, Up, SELECT, L-Shift, R-Shift, Left.
Level 5
R-Shift, L-Shift, A, B, B, A, L-Shift, R-Shift.
For Pete's Sake
Right, Left, R-Shift, L-Shift, A, R-Shift.
Buttville
L-Shift, A, Up, R-Shift, A, R-Shift, A, SELECT.

## ECKS VS. SEVER

**Ecks Level Passwords**

| | |
|---|---|
| Level 2 | EXTREM |
| Level 3 | EXCITE |
| Level 4 | EXCAVATE |
| Level 5 | EXCALIBUR |
| Level 6 | EXTORT |
| Level 7 | EXPIRE |
| Level 8 | EXACT |
| Level 9 | EXHALE |
| Level 10 | EXHUME |
| Level 11 | EXONERATE |
| Level 12 | EXPEL |

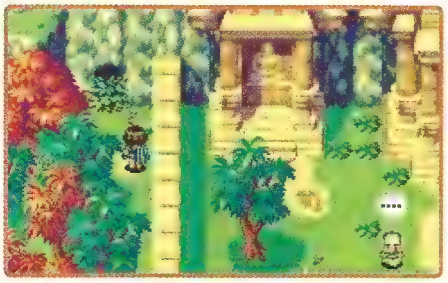
**Sever Level Passwords**

| | |
|---|---|
| Level 2 | SEVERE |
| Level 3 | SURVIVE |
| Level 4 | SAVANT |
| Level 5 | SUFFER |
| Level 6 | SULPHER |
| Level 7 | SERVE |
| Level 8 | SEETHE |
| Level 9 | SEVERAL |
| Level 10 | SEVERANCE |
| Level 11 | SAVAGE |
| Level 12 | SACROSANCT |

## FINAL FIGHT ONE

**Unlocking Secrets**
On the Mode Select screen, highlight and access the Options screen. Move down, highlight "Exit," and press A. You will be on the Battle Point screen, which gives you goals to unlock secrets in the game. You must defeat the number of enemies shown to unlock each secret. Here is a list of the number of opponents to be defeated and what it opens.
**50: Alpha Guy**
**200: 9 Lives**
**500: Alpha Cody**
**800: Stage Select**
**1300: Color Change**
**2000: Rapid Punch**

After unlocking these secrets, you must go to the correct screens to initiate them. To find Alpha Guy and Cody, go to the Player Select screen and either highlight Guy and press Left, or highlight Haggar and press Right. To initiate 9 Lives, Stage Select, etc., you must go to the Options screen, highlight "Next," and press A to go to the Extra Option screen. This screen will allow you to change many of the new options you've unlocked in the game.



## GOLDEN SUN: THE LOST AGE

**Various Codes**
Data Link-up: To transfer completed data from Golden Sun, hold down L+R+Left and push B on the black logo screen.

Different Title Screen: Push down the shoulder buttons when you start up the game for a special title screen.

Go to last Sanctum: While you load a saved game up, push down L+R+Start to go to the last Sanctum.

Music Test: Hold down the R button when you are in battle mode and you can cycle through songs you've heard in the game by pressing right or left.

Name Your Characters: Push Select, Select, Select on the name select for Felix and you will be able to give names to Jenna, Picard, and Sheba. You can also choose names for Garet, Ivan, and Mia by pushing Up, Down, Up, Down, Left, Right, Left, Right, Up, Right, Down, Left, Up, Select.

New Difficulty Settings: Beat the game and then select "New Game" on the title screen. This time an option for easy mode will pop up, and then one for hard if you decline.

## GT ADVANCE: CHAMPIONSHIP RACING

**Button Codes**
On the Title screen, press and hold the L-Shift + R-Shift buttons, then enter one of the codes below. You'll hear a sound if you entered the trick correctly.
Extra 1
Hold Right and press B
Extra 2
Hold Left and press B
Ending Credits
Hold Up and press B

## ICE AGE

**Passwords and Stage Select**
Choose the Password option and enter these codes for the results shown here.

**Stage Passwords**

| | |
|---|---|
| Stage 2 | PBBQBB |
| Stage 3 | QBCQBB |
| Stage 4 | SBFQBB |
| Stage 5 | DBKQBB |
| Stage 6 | NBTQBB |
| Stage 7 | PCTQBB |
| Stage 8 | RFTQBB |
| Stage 9 | CKTQBB |
| Stage 10 | MTTQBB |
| Stage Select | NTTTTT |
| Art Gallery | MFKRPH |

## KONAMI COLLECTOR'S SERIES: ARCADE ADVANCE

**Konami Code Cheats**
For each game, you can enter the famous Konami Code for different results in each game. Just go to the Main Menu screen, choose the game you want to play and at that game's title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A. You will hear a sound when the code is entered correctly. Below are the results for each game.

Frogger
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Frogger.
Scramble
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get advanced graphics in Scramble with 3 ships to choose from.

Time Pilot
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get a bonus level In Time Pilot.
Gyruss
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to enter Stage X in the Black Hole for Gyruss.
Yie Ar Kung-Fu
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get bonus fighters immediately in a two player game or after a one player game in Yie Ar Kung Fu.
Rush'n Attack
On the title screen, enter Up, Up, Down, Down, Left, Right, Left, Right, B, A to get 6 lives in Rush'n Attack.

## MARIO KART: SUPER CIRCUIT

**Unlock Tracks**
For each normal cup, there is an Extra Cup that contains the tracks from that cup in the original Mario Kart on SNES. These tracks aren't available from the start; you have to unlock them. To access the Extra Cups, you must first play through the entire GP mode and acquire gold on each cup. Then, replay

any cup and get at least 100 coins throughout the tracks. It doesn't matter what rank you get or what place you finish (as long as you qualify). Once you have fulfilled the criteria, access the Extra tracks by pressing L-Shift or R-Shift on the Cup screen. To open the Extra tracks in Time Trial, just open the Extra Cups on the 150cc level.

## MEN IN BLACK: THE SERIES

**Level Passwords**

On the title screen, choose the Start Game option. On the Enter Password screen, put in any of these codes to advance further in the game.

**Episode 4: Rocket Silo**
**MXNMSNNG**
**Episode 5: MIB Safe House**
**THXBXSCK**
**Episode 6: Halloween in Manhattan**
**NNTNDWNY**

## MONSTERS INC.

**Level Passwords**

**Level 2** ..... **SJBOGS**
**Level 3** ..... **MKB2Z7**
**Level 4** ..... **VPB97I**
**Level 5** ..... **LLCOBK**
**Level 6** ..... **8PW2DY**
**Level 7** ..... **NQWOJF**
**Level 8** ..... **WRC9SQ**
**Level 9** ..... **3RC!94**
**Level 10** ..... **XRDZB1**
**Level 11** ..... **YRX2DQ**
**Level 12** ..... **3NX2JX**
**Level 13** ..... **LTD!SK**
**Level 14** ..... **ZTFZD8**
**Level 15** ..... **BYY2NL**
**Level 16** ..... **M2F9S7**
**Level 17** ..... **LYGOBO**
**Level 18** ..... **1FZ2CJ**
**Level 19** ..... **F2Z2FM**
**Level 20** ..... **F2Z2KR**
**Level 21** ..... **PNG!TL**
**Level 22** ..... **WRG!!C**

## RAMPAGE PUZZLE ATTACK

**All Levels**

Enter GJPPNLPTNQ as your password to unlock all levels and characters.

## THE SIMPSONS: ROAD RAGE

**Everything Unlocked**

It's not as good as the console versions, but it'll do if you're on the road. Just don't drive like this in real life. For all unlockable cars, stages, missions, and extras, enter this password: Maggie, Willy, Bart, Chief Wiggum, Apu, Moe, Krusty, Barney.

## SONIC ADVANCE

**Classic Mode Sonic**

Use this code to have Tails follow you during the game, like he did in Sonic 2 and 3. Highlight Sonic and press Up. Move over to highlight Tails and press Down. Next, highlight Knuckles and press L. Then, highlight Amy and press R. Move back to Sonic and press A. If the trick is done correctly, you'll hear a chime. Now, during gameplay, Tails will follow your every move!

## SONIC BATTLE

**Rip Roaring Codes**

Go to Emerl's story and enter these passcodes:

**alogK** - Amy Combo Card
**EkiTa** - Chaos Combo Card
**ZAhan** - Cream Combo Card
**tSueT** - E-102 Combo Card
**yU3Da** - Knuckles Combo Card
**AhnVo** - Rouge Combo Card
**75619** - Sonic Combo Card
**Armla** - Shadow Combo Card (submitted by Shadow)
**OTrO I** - Tails Combo Card (submitted by Shadow)



## SPIDER-MAN: MYSTERIO'S MENACE

**Amazing Passwords**

Below are the passwords (in orange) and what they open up when you use them.

W7HV1
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open.

W7HZZ
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor.

W70ZZ
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open.

080ZG
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container.

Z787K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Museum Open.

ZV87K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container.

ZV7Z2
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit.

ZV3Z0
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit.

HV37K
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open.

JV37H
Fluid Upgrade, Armor Upgrade, Hammerhead Defeated, Docks and Factory Open, Web Compressor, Chemcorp Open, Left Wrist Container, Heavy Impact, Rhino Defeated, Museum Open, Scorpion Defeated, Right Wrist Container, Thermal Suit, Electric Suit, Electro Defeated, Amusement Park Open, Belt.

## STREET FIGHTER ALPHA 3

**Fighting Codes**

We've got the scoop on how to unlock the game's many secret characters.

Evil Ryu:
Defeat Arcade mode with three different characters.
Guile:
Defeat Arcade mode with five different characters.
Maki:
Defeat Arcade mode with seven different characters.
Yun:
Defeat Arcade mode with nine different characters.
Eagle:
Defeat Arcade mode with eleven different characters.
Shin Gouki/Akuma:
Defeat Arcade mode with Evil Ryu, Guile, Eagle, Maki and Yun.
Final Vega:
Defeat Arcade mode on the hardest setting with Shin Gouki/Akuma.

## SUPER MARIO ADVANCE 3: YOSHI'S ISLAND

**MiniGame Code**

To play the title's many minigames, go to the Level Select screen. Hold down Select, then press Left, Left, B, A, Right. A new window will appear.

## SUPER MARIO WORLD: MARIO ADVANCE 2

**Various Tricks**

Easy Difficulty: Push the select button on the title screen to open up the easy difficulty level.

Play As Luigi: On the big world map, push R to play as Luigi.

Alternate World: If you finish all 96 goals, you will get a special version of the game world where colors and enemies change.

Top Score Stars: For each million points you get, a star will apear on the top score screen.

Extra Levels: On Star Road, there are five levels with hidden keys. If you find all these keys, after the last one you will see a warp, which will take you to eight old school levels.

Change Coins: If you collect five Yoshi coins in one level, the Yoshi coins will then change to Princess coins.

Old School Music: Let the game sit for a few minutes in th especial worlds and you will hear the original Mario Bros. music.

Unlock High Score Menu: Beat the special worlds and you will have a high score menu.

Map Warp: Complete all 96 goals and then push Select on the map screen. This allows you to jump around to different parts of the map quickly.

Special Logo: Once you finish the special worlds, a Super Famicom (Japanese Super Nintendo) logo will appear above the special worlds map. Use the L button to see it!

## TEENAGE MUTANT NINJA TURTLES

**Password Unlockables - Donatello**
Enter the passwords on the right to get the secrets on the left:
Extra Donatello Costume: Raphael, Raphael, Splinter, Leonardo, Raphael (then hold the L and R triggers while selecting him)
Boost Attack Strength: Donatello, Raphael, Leonardo, Donatello, Splinter
Boost Power-up: Michaelangelo, Leonardo, Splinter, Donatello, Splinter
Extra Defense: Michaelangelo, Leonardo, Michaelangelo, Leonardo, Splinter

**Password Unlockables - Leonardo**
Enter the passwords on the right to get the secrets on the left:
Extra Leonardo Costume: Raphael, Splinter, Leonardo, Michaelangelo, Donatello (then hold the L and R triggers while selecting him)
Boost Attack Strength: Leonardo, Michaelangelo, Leonardo, Splinter, Donatello
Boost Power-up: Raphael, Splinter, Donatello, Michaelangelo, Michaelangelo
Extra Defense: Leonardo, Donatello, Splinter, Michaelangelo, Splinter
Infinite Shuriken: Splinter, Splinter, Leonardo, Donatello, Michaelangelo

**Password Unlockables - Raphael**
Enter the passwords on the right to get the secrets on the left:
Extra Raphael Costume: Splinter, Leonardo, Splinter, Michaelangelo, Michaelangelo (then hold the L and R triggers while selecting him)
Boost Attack Strength: Raphael, Donatello, Splinter, Raphael, Leonardo
Boost Power-up: Raphael, Splinter, Splinter, Splinter, Raphael
Extra Defense: Splinter, Donatello, Raphael, Michaelangelo, Leonardo

**Password Unlockables - Michaelangelo**
Enter the passwords on the right to get the secrets on the left:
Extra Michaelangelo Costume: Raphael, Leonardo, Splinter, Leonardo, Splinter (then hold the L and R triggers while selecting him)
Boost Attack Strength: Michaelangelo, Splinter, Raphael, Michaelangelo, Michaelangelo
Boost Power-up: Raphael, Leonardo, Michaelangelo, Splinter, Michaelangelo
Extra Defense: Raphael, Leonardo, Donatello, Donatello, Raphael
Infinite Shuriken: Michaelangelo, Splinter, Splinter, Leonardo, Donatello

**Password Unlockables - Extras**
Enter the passwords on the right to get the secrets on the left:
Splinter: Leonardo, Splinter, Leonardo, Michaelangelo, Leonardo
Casey Jones: Splinter, Raphael, Leonardo, Michaelangelo, Donatello
Playmate Toys: Leonardo, Splinter, Donatello, Raphael, Michaelangelo
Bonus Course 1: Leonardo, Splinter, Michaelangelo, Michaelangelo, Splinter
Bonus Course 2: Splinter, Splinter, Leonardo, Donatello, Michaelangelo
Bonus Course 3: Michaelangelo, Splinter, Splinter, Leonardo, Donatello
Bonus Course 4: Splinter, Raphael, Leonardo, Michaelangelo, Donatello
Bonus Course 5: Leonardo, Splinter, Donatello, Raphael, Michaelangelo
Weird Sound: Donatello, Donatello, Donatello, Michaelangelo, Leonardo

**Super Hard Mode**
The Konami code returns! On the title screen, hit Up, Up, Down, Down, Left, Right, Left, Right, B, A.

## TONY HAWK'S PRO SKATER 2

**Button Codes**
Enter the following tricks from the main menu screen. You will hear a sound and the wheel will spin around when you enter these codes correctly.

**Cheats Opened**
Hold the R-Shift button and press B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left. Now access the Options and the Cheats option will be available.

**Smiley Face Blood**
Hold the R-Shift button and press START, A, Down, B, A, Left, Left, A, Down.

**No Blood**
Gold the R-Shift button and press B, Left, Up, Down, Left, START, START.

**Constant Zoom In and Out**
Hold the R-Shift button and press Left, A, START, A, Right, START, Right, Up, START.

**Unlock Spider-Man**
Hold the R-Shift button and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, START (Spider-Man will be available from the Select Skater screen in Free Skate and Single Session modes).

**Level Select**
Hold the R-Shift button and press A, START, A, Right, Up, Up, Down, Down, Up, Up, Down.

**Level Select and Lotsa Money**
Hold the R-Shift button and press B, A, Left, Down B, Left, Up, B, Up, Left, Left.

## YU-GI-OH! THE ETERNAL DUELIST SOUL

**All Monster Codes**
Because we love you.

7 Colored Fish: .....23771716
7 Completed: .....86198326
Acid Crawler: .....77568553
Acid Trap Hole: .....41356845
Air Eater: .....08353769
Air Marmot of Nefariousness: .....75889523
Akakieisu: .....38035986
Akihiron: .....36904469
Alligator's Sword: .....64428736
Alligator's Sword Dragon: .....03366982
Alpha The Magnet Warrior: .....99785935
Amazon of the Seas: .....17968114
Amoeba: .....95174353
Amphibious Bugroth: .....40173854
Ancient Brain: .....42431843
Ancient Elf: .....93221206
Ancient Jar: .....81492226
Ancient Lizard Warrior: .....43230671
Ancient One of the Deep Forest: .....14015067
Ancient Telescope: .....17092736
Ancient Tool: .....49587396
Ansatsu: .....48365709
Anthrosaurus: .....89904598
Anti Raigeki: .....42364257
Anti-Magic Fragrance: .....58921041
Appropriate: .....48539234
Aqua Chorus: .....95132338
Aqua Dragon: .....86164529
Aqua Madoor: .....85639257
Arlownay: .....14708569
Arma Knight: .....36151751
Armaill: .....53153481
Armed Ninja: .....09076207
Armored Glass: .....36868108
Armored Lizard: .....15480588
Armored Rat: .....16246527
Armored Starfish: .....17535588
Armored Zombie: .....20277860
Axe of Despair: .....40619825
Axe Raider: .....48305365
Baby Dragon: .....88819587
Backup Soldier: .....36280194
Banisher of the Light: .....61528025
Barox: .....06840573
Barrel Dragon: .....81480460
Barrel Lily: .....67841515
Barrel Rock: .....10476868
Basic Insect: .....89091579
Battle Ox .....05053103

Battle Steer ..... 18246479
Battle Warrior ..... 55550921
Bean Soldier ..... 84990171
Beastking of the Swamps ..... 99426834
Beautiful Headhuntress ..... 16899564
Beaver Warrior ..... 32452818
Behegon ..... 94022093
Bell of Destruction ..... 83555666
Beta The Magnet Warrior ..... 39256679
Bickuribox ..... 25655502
Big Eye ..... 16768387
Big Insect ..... 53606874
Big Shield Gardna ..... 65240384
Binding Chain ..... 08058240
Bio Plant ..... 07670542
Black Dragon Jungle King ..... 89832901
Black Illusion Ritual ..... 41426869
Black Pendant ..... 65169794
Blackland Fire Dragon ..... 87564352
Bladefly ..... 28470714
Blast Juggler ..... 70138455
Blast Sphere ..... 26302522
Block Attack ..... 25880422
Blue Medicine ..... 20871001
Blue-Eyed Silver Zombie ..... 35282433
Blue-Eyes Toon Dragon ..... 53183600
Blue-Eyes White Dragon ..... 89631139
Blue-Eyes White Dragon ..... 80906030
Blue-Winged Crown ..... 41396436
Boar Soldier ..... 21340051
Bolt Escargot ..... 12146024
Book of Secret Arts ..... 91595718
Bottom Dweller ..... 81386177
Bracchio-Raidus ..... 16507828
Breath of Light ..... 20101223
Bright Castle ..... 82878489
Burglar ..... 06297941
Burning Spear ..... 18937875
Buster Blader ..... 78193831
Call of the Dark ..... 78637313
Call of the Grave ..... 16970158
Call of the Haunted ..... 97077563
Candle of Fate ..... 47695416
Cannon Soldier ..... 11384280
Castle of Dark Illusions ..... 00062121
Castle Walls ..... 44209392
Catapult Turtle ..... 95727991
Ceasefire ..... 36468556
Celtic Guardian ..... 91152256
Ceremonial Bell ..... 20228463
Chain Destruction ..... 01248895
Chain Energy ..... 79323590
Change of Heart ..... 04031928
Charubin the Fire Knight ..... 37421579
Chorus of Sanctuary ..... 81380218
Claw Reacher ..... 41218256
Clown Zombie ..... 92667214
Cockroach Knight ..... 33413638
Confiscation ..... 17375316
Crass Clown ..... 93889755
Crawling Dragon ..... 67494157
Crawling Dragon #2 ..... 38289717
Crazy Fish ..... 53713014
Crimson Sunbird ..... 46696593
Crow Goblin ..... 77998771
Crush Card ..... 57728570
Curse of Dragon ..... 28279543
Curse of Fiend ..... 12470447
Curtain of the Dark Ones ..... 22026707
Cyber Commander ..... 06400512
Cyber Falcon ..... 30655537
Cyber Jar ..... 34124316
Cyber Saurus ..... 89112729
Cyber Shield ..... 63224564
Cyber Soldier ..... 44865098
Cyber-Stein ..... 69015963
Cyber-Tech Alligator ..... 48766543
Dancing Elf ..... 59983499
Dark Artist ..... 72520073
Dark Assailant ..... 41949033
Dark Chimera ..... 32344688
Dark Elf ..... 21417692
Dark Energy ..... 04614116
Dark Gray ..... 09159938
Dark Hole ..... 53129443
Dark Human ..... 81057959
Dark King of the Abyss ..... 53375573
Dark Magician ..... 46986414
Dark Rabbit ..... 99261403
Dark Sage ..... 92377303
Dark Shade ..... 40196604
Dark Witch ..... 35565537
Dark Zebra ..... 59784896
Dark-Eyes Illusionist ..... 38247752
Darkfire Dragon ..... 17881964
Darkfire Soldier #1 ..... 05388481
Darkfire Soldier #2 ..... 78861134
Darkness Approaches ..... 80168720
Dark-Piercing Light ..... 45895206
Darkworld Thorns ..... 43500484
Deepsea Shark ..... 28593363
Delinquent Duo ..... 44763025
De-Spell ..... 19159413
Destroyer Golem ..... 73481154
Dice Armadillo ..... 69893315
Dimensional Warrior ..... 37043180
Disk Magician ..... 76446915
Dissolverock ..... 40826495
DNA Surgery ..... 74701381
Dokuroizo the Grim Reaper ..... 25882881
Doma the Angel of Silence ..... 16972957
Doron ..... 00756652
Dorover ..... 24194033
Dragon Capture Jar ..... 50045299
Dragon Piper ..... 55763552
Dragon Seeker ..... 28563545
Dragon Treasure ..... 01435851
Dragon Zombie ..... 66672569
Dragoness the Wicked Knight ..... 70681994
Driving Snow ..... 00473469
Drooling Lizard ..... 16353197
Dryad ..... 84916669
Dunames Dark Witch ..... 12493482
Dungeon Worm ..... 51228280
Dust Tornado ..... 60082869
Earthshaker ..... 60866277
Eatgaboon ..... 42578427
Eldeen ..... 06367785
Electric Lizard ..... 55875323
Electric Snake ..... 11324436
Electro-Whip ..... 37820550
Elegant Egotist ..... 90219263
Elf's Light ..... 39897277
Empress Judge ..... 15237615
Enchanted Javelin ..... 96355986
Enchanting Mermaid ..... 75376965
Eradicating Aerosol ..... 94716515
Eternal Draught ..... 56606928
Eternal Rest ..... 95051344
Exchange ..... 05556668
Exile of the Wicked ..... 26725158
Exodia the Forbidden One ..... 33396948
Eyearmor ..... 64511793
Fairy Dragon ..... 20315854
Fairy's Hand Mirror ..... 17653779
Fairywitch ..... 37160778
Faith Bird ..... 75582395
Fake Trap ..... 03027001
Feral Imp ..... 41392891
Fiend Kraken ..... 77456781
Fiend Reflection #1 ..... 68870276
Fiend Reflection #2 ..... 02863439
Fiend Sword ..... 22855882
Fiend's Hand ..... 52800428
Final Flame ..... 73134081
Fire Kraken ..... 46534755
Fire Reaper: ..... 53581214
Firegrass: ..... 53293545
Fireyarou: ..... 71407486
Fissure: ..... 66788016
Flame Cerebrus: ..... 60862676
Flame Champion: ..... 42599677
Flame Ghost: ..... 58528964
Flame Manipulator: ..... 34460851
Flame Swordsman: ..... 45231177
Flame Viper: ..... 02830619
Flash Assailant: ..... 96890582
Flower Wolf: ..... 95952802
Flying Kamakiri #1: ..... 84834865
Flying Kamakiri #2: ..... 03134241
Follow Wind: ..... 98252586
Forced Requisition: ..... 74923978
Forest: ..... 87430998
Frenzied Panda: ..... 98818516
Fusion Sage ..... 26902560
Fusionist ..... 01641882
Gaia Power ..... 56594520
Gaia the Dragon Champion ..... 66889139
Gaia The Fierce Knight ..... 06368038
Gale Dogra ..... 16229315
Gamma The Magnet Warrior ..... 11549357
Ganigumo ..... 34536276
Garma Sword ..... 90844184
Garma Sword Oath ..... 78577570
Garnecia Elefantis ..... 49888191
Garoozis ..... 14977074
Garvas ..... 69780745
Gatekeeper ..... 19737320
Gazelle the King of Mythical Beasts ..... 05818798
Gemini Elf ..... 69140098
Genin ..... 49370026
Germ Infection ..... 24668830
Ghoul with an Appetite ..... 95265975
Giant Flea ..... 41762634
Giant Germ ..... 95178994
Giant Mech-Soldier ..... 72299832
Giant Rat ..... 97017120
Giant Red Seasnake ..... 58831685
Giant Scorpion of the Tundra ..... 41403766
Giant Soldier of Stone ..... 13039848
Giant Trunade ..... 42703248
Giant Turtle Who Feeds on Flames ..... 96981563
Gift of the Mystical Elf ..... 98299011
Giganto .....
Giga-tech Wolf ..... 08471389
Giltia the D. Knight ..... 51828629
Goblin Fan ..... 04149689
Goblin's Secret Remedy ..... 11868825
Goddess of Whim ..... 67959180
Goddess with the Third Eye ..... 53493204
Gokibore ..... 15367030
Graceful Charity ..... 79571449
Graceful Dice ..... 74137509
Grappler ..... 02906250
Gravedigger Ghoul ..... 82542267

Gravekeeper's Servant ....16762927
Graverobber ....61705417
Graveyard and the Hand of Invitation ....27094595
Great Bill ....55691901
Great Mammoth of Goldfine ....54622031
Great White ....13429800
Green Phantom King ....22910685
Greenkappa ....61831093
Griffore ....53829412
Griggle ....95744531
Ground Attacker Bugroth ....58314394
Gruesome Goo ....65623423
Gryphon Wing ....55608151
Guardian of the Labyrinth ....89272878
Guardian of the Sea ....85448931
Guardian of the Throne Room ....47879985
Gust ....73079365
Gust Fan ....55321970
Gyakutenno Megami ....31122090
Hane-Hane ....07089711
Haniwa ....84285623
Happy Lover ....99030164
Hard Armor ....20060230
Harpie Lady ....76812113
Harpie Lady Sisters ....12206212
Harpie's Brother ....30532390
Harpie's Feather Duster ....18144506
Harpie's Pet Dragon ....52040216
Heavy Storm ....19613556
Hercules Beetle ....52584282
Hero of the East ....89987208
Hibikime ....64501875
High Tide Gyojin ....54579801
Hinotama ....46130346
Hinotama Soul ....96851799
Hiro's Shadow Scout ....81863068
Hitodenchak ....46718686
Hitotsu-Me Giant ....76184692
Holograh ....10859908
Horn Imp ....69669405
Horn of Heaven ....98069388
Horn of Light ....38552107
Horn of the Unicorn ....64047146
Hoshiningen ....67629977
Hourglass of Courage ....43530283
Hourglass of Life ....08783685
House of Adhesive Tape ....15083728
Hunter Spider ....80141480
Hyo ....38982356
Hyosube ....02118022
Hyozanryu ....62397231
Ice Water ....20848593
Ill Witch ....81686058
Illusionist Faceless Mage ....28546905
Imperial Order ....61740673
Insect Armor with Laser Cannon03492538
Insect Queen ....91512835
Insect Soldiers of the Sky ....07019529
Inspection ....16227556
Invader from Another Dimension28450915
Invader of the Throne ....03056267
Invigoration ....98374133
Jellyfish ....14851496
Jigen Bakudan ....90020065
Jinzo ....77585513
Jinzo #7 ....32809211
Jirai Gumo ....94773007
Judge Man ....30113682
Just Desserts ....24068492
....15401633
Kageningen ....80600490
Kairyu-Shin ....76634149
Kaiser Dragon ....94566432
Kamakiriman ....68928540
Kaminari Attack ....09653271
Kaminarikozou ....15510988
Kamionwizard ....41544074
Kanikabuto ....84103702
Karate Man ....23289281
Karbonala Warrior ....54541900
Kattapillar ....81179446
Key Mace #2 ....20541432
Killer Needle ....88979991
King Fog ....84686841
King of Yamimakai ....69455834
Kiseitai ....04266839
Kojikocy ....01184620
Kotodama ....19406822
Koumori Dragon ....67724379
Krokodilus ....76512652
Kumootoko: ....56283725
Kunai with Chain ....37390589
Kurama ....85705804
Kuriboh ....40640057
Kwagar Hercules ....95144193
La Jinn the Genie of the Lamp 97590747
Labyrinth Tank ....99551425
Lady of Faith ....17358176
LaLa Li-oon ....09430387
Larvae ....94675535
Laser Cannon Armor ....77007920
Last Day of Witch ....90330453
Last Will ....85602018
Laughing Flower ....42591472
Launcher Spider ....87322377
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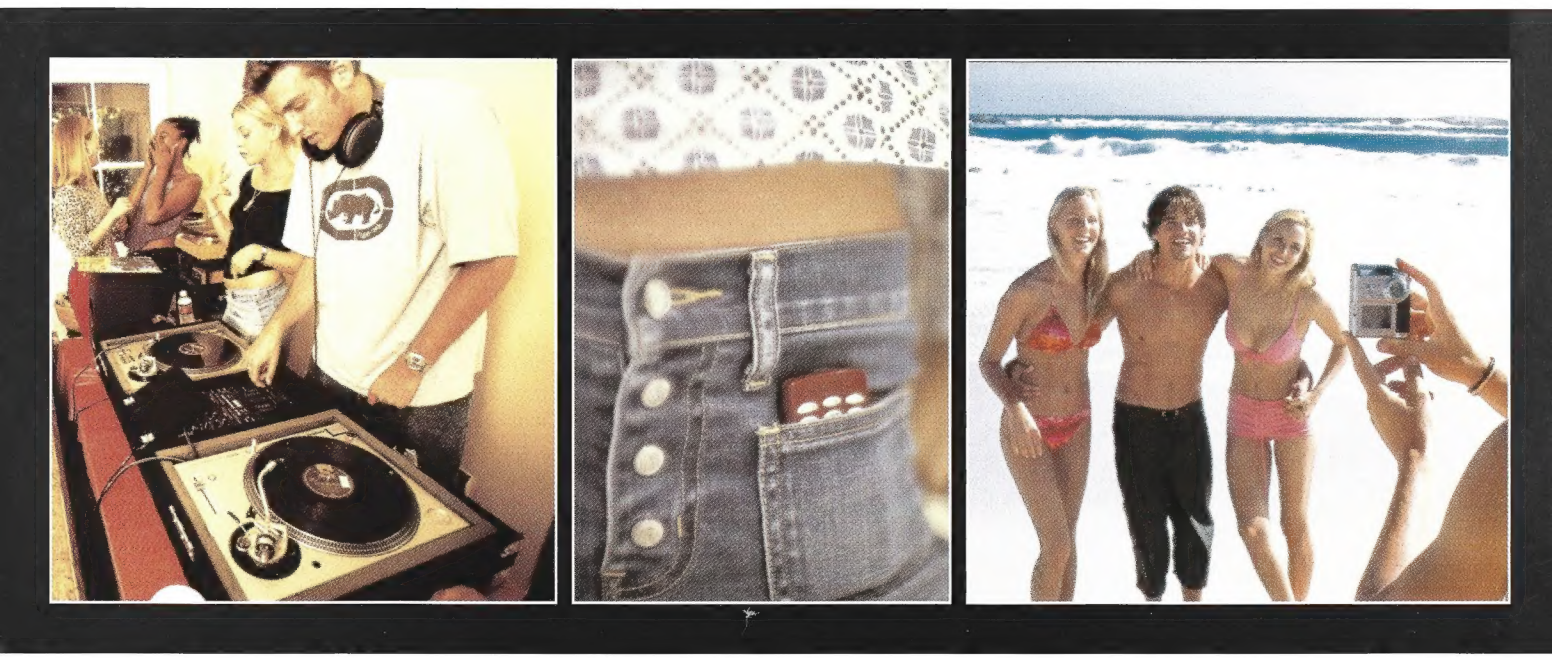
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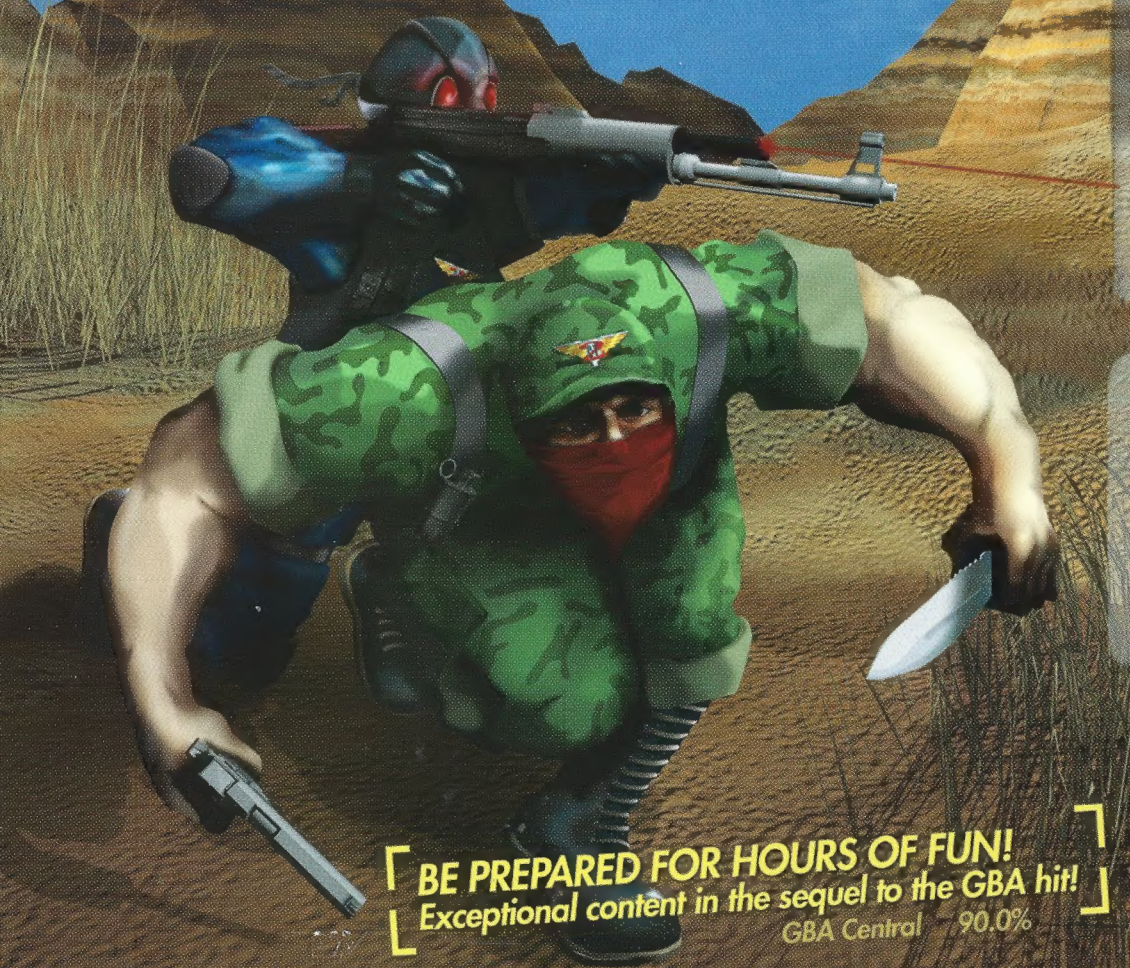






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